Strand Lighting
a Genlyte company

Palette

Lighting Control Consoles

INSTALLATION and SETUP GUIDE

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PALETTE Lighting Control Console Installation & Setup Guide

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INTRODUCTION

1. About This Guide

Congratulations on your purchase of a Strand Lighting Palette Lighting Control Console. This guide provides important information regarding safety, installation, and operation for all console hardware components. Familiarizing yourself with this information will help you get the most out of your lighting system.

This guide describes the installation and operational procedures for Strand Lighting's Palette series Control Consoles pertaining to the following models:

- 91801 32/64 presetPalette™ Console
- 91802 48/96 presetPalette™ Console
- 91803 150 classicPalette™ Console
- 91804 250 classicPalette™ Console
- 91805 500 classicPalette™ Console
- 91806 250 subPalette™ Console
- 91807 500 subPalette™ Console

Avoid spilling liquid on the equipment If this should happen, switch the equipment off immediately. To reduce the risk of fire or electric shock, do not expose the equipment to rain or moisture.

For indoor use only.

This equipment is designed and manufactured to comply with international safety standards IEC950, UL1950, CS950 and is intended for use as part of a lighting control system. It must not be used for other purposes where there is a risk of safety to persons. The equipment contains power voltages, socket outlets will be installed near the equipment and be easily accessible.

- Working Voltage/Current: 90 - 240v
- Frequency: 50/60 Hz
- Max Ambient Temp: 35°C
- Do not restrict ventilation

WARNING! It is important to read ALL included safety and installation instructions to avoid damage to the product and potential injury to yourself or others.

2. Additional Documentation

The console's graphical user interface (GUI) is provided by Horizon Control, Inc. For detailed instructions on using the PALETTE software, refer to the PALETTE Software **Help Menu** within the software itself.

For the latest software documentation updates, please visit: www.strandlighting.com

For more information regarding DMX512 systems, refer to the DMX512/1990 Standards publication available from United States Institute for Theatre Technology, Inc. (USITT).

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phone: 1 800 4 STRAND or +1 714 230 8200

email: service@strandlighting.com

For PALETTE software and programming related assistance, contact Strand Technical Support at the following:

phone: +1 714 230 8200

email: service@strandlighting.com

Additional Resources

For additional resources and documentation, please visit our website at: www.strandlighting.com

For a printed or printable version PALETTE Software User Manual or Web-based Help Manual, visit: www.strandlighting.com

1. Overview

- COMPONENTS
- FEATURES
- SOFTWARE OVERVIEW

COMPONENTS

1. Included Items

The PALETTE lighting control system includes the following items:

- 1 x Mains Power Cable
- 1 x USB Mouse
- 1 x Manual
- 1 x Console

2. Processor

The PALETTE processor features standard controls associated with any computer. Keep in mind, the PALETTE processor runs a special type of operating system - Windows® XP Embedded. The processor will not accept nor run standard Windows-based applications. It is only intended for use with the PALETTE software application.

3. Accessories and Expansion Devices

Monitor/Touchscreen

The PALETTE processor will support any standard CRT or LCD monitor. The monitor must be capable of 1024 x 768 or higher resolution.

The PALETTE processor also supports the use of a touchscreen monitor. Due to mouse driver requirements, only ELO Touchscreens should be used. ELO touchscreens can be purchased from ELO TouchSystems (www.elotouch.com). The AccuTouch 3000 series models are recommended, since they feature resistive technology (i.e. you can point with objects other than your finger such as a pen, etc.) Purchase the USB type, NOT serial. If connecting a touchscreen, some software configuration is required. Refer to "ELO Touchscreens" on page 43.

Note: Using a touchscreen can enhance the usability of the console software and is highly recommended.

4. Optional Accessories *(sold separately)*

To purchase any PALETTE products or accessories, please contact your Authorized Strand Lighting Dealer.

Accessories:

66216 Palette Keyboard (included with classicPalette, subPalette)

67528 USB Key Drive, 128MB (additional)

67525 Designers Video Remote Software on USB Key Drive

95480 Dust Cover, Palette 100, classicPalette (spare)

95481 Dust Cover, presetPalette 32/64 (spare)

95482 Dust Cover, subPalette & presetPalette 48/96 (spare)

Handheld Remotes:

66145 Wired Handheld Designer's Remote with coiled 10' cable

66130 Wireless Handheld Remote Kit

66131 Wireless Base Station

5. Software Upgrades

Software upgrades are free of charge and are available at: www.strandlighting.com

6. Control Channel Upgrades

The PALETTE control channel functionality included with your console is pre-authorized at the level initially purchased. However, the functionality can be easily upgraded at any time. To purchase a control channel upgrade for your PALETTE Lighting Control Console, please contact your Authorized Strand Lighting Dealer.

FEATURES

1. Standard Features

classicPalette, presetPalette and subPalette Lighting Control Consoles

General: - 300 channel memory operation (presetPalette expandable) - 450 channel memory operation (classicPalette expandable) - 300 channel memory operation (subPalette expandable) - 1024 DMX512 output - 32,768 channel Ethernet support - Unlimited cues - Unlimited groups - Unlimited looks - Abstract control model - Windows® XP Embedded processor - Installed Media Player, Internet Browser, E-mail, and PDF Reader - Supports ShowNet, Pathport® and proposed ACN protocols - Free offline editor available at: www.strandlighting.com - Remote video support	**Control:** - Split up/down fade times - Split up/down wait times - Part cues - Independent attribute timing - Follow time - Cue loops - Channel check - Channel labels - Preset focuses - Preset or tracking style operation - 32-bit fades - Fade times from 1/100 second to 20 days - Pre-programmed dimmer effects wizard - Moving light patch - Astronomical time clock and time events - Macros
Playback: - 32 channel two-scene operation (presetPalette 32/64) - 48 channel two-scene operation (presetPalette 48/96) - 16 submasters with individual bump buttons and integrated LED (presetPalette 32/64) - 32 submasters with individual bump buttons and integrated LED (presetPalette 48/96, classicPalette) - 128 submasters with individual bump buttons and integrated LED (subPalette) - Timed/manual fader pairs - True Last Action Tracking operation - Unlimited cue list with unlimited simultaneous fades - Mouse. - Level wheel - Configurable Blackout buttons - Touchscreen monitor support	**Display Functions:** - Live Editing - Blind editing - Attribute Status for simultaneous cue fades - Patch - Setup - Fader/Hardware Status - Virtual Submasters - Moving light attribute grid - Grand Master level - Printed reports in PDF format - Effects - Astronomical time clock and time events

2. Optional Add-On Features

Connectivity To...	External Control
- RS232 out - PowerPoint	- Remote Focus Unit (RFU) - Wired - Remote Focus Unit (RFU) - Wireless

SOFTWARE OVERVIEW

1. PALETTE Software

The PALETTE processor utilizes an embedded version of Microsoft® Windows XP to run a specially designed PALETTE lighting control software developed by Horizon Control, Inc. The PALETTE application works in conjunction with console hardware buttons/sliders/playback faders/and encoders to provide control of external devices, data management, and show file storage.

Note: Other programs cannot be installed by end-user on the processor. Visit www.horizoncontrol.com for additional compatible software downloads.

Benefits of PALETTE Software:

- PALETTE is a tracking-based application.
- The PALETTE software replaces the hidden command structure of traditional DOS-based tracking consoles with an easy-to-use Graphical User Interface. The PALETTE software provides standard operations such as Menus and Dialog Boxes, so that it can be easily operated by any computer-literate user.
- PALETTE displays a wealth of information on its graphical screen, allowing the user to work faster and more efficiently.
- The PALETTE software can be upgraded or expanded, at no additional cost, should the need arise.

2. Off-Line Editor

A free off-line editor and remote video software is available at: www.strandlighting.com or www.horizoncontrol.com

3. Control of Connected Devices

Control of connected devices and/or lighting systems is achieved by using the console desk hardware in conjunction with the PALETTE software application. In some cases, actions can be performed using either the hardware or software, providing you with a variety of choices suitable to your preferences and requirements.

- For more information about the hardware controls, refer to "Console Overview" on page 14.
- For more instructions on using the PALETTE software, please refer to the Help system within the program itself (by either selecting it from the **Help Menu** or pressing the [Help] button on the desk) or the PALETTE Software User Manual.

4. External Control

The console can accept several forms of external control, depending on your console's particular configuration.

These include, but are not limited to, touchscreens, and PALETTE Remote Focus Units. Refer to "HOOK-UP" on page 11.

2. Installation and Power Up

- UNPACK
- HOOK-UP
- CONSOLE POWER UP

UNPACK

1. Site Requirements

The console and its components require a sturdy, flat surface for installation. The surface should be able to support the weight of the console (including the processor, monitor, etc.) and should provide suitable ventilation. Also, the site should be clean (i.e. absent of any construction dust or debris) and dry. Before setting up, ensure that the installation site meets these requirements. Refer to "Specifications" on page 63 for console dimensions and power requirements.

2. Product Care

When using non-permanent markers with the console, we recommend the Sanford Expo dry erase series. Other markers can become semi-permanent.

In the event the console needs to be cleaned, remove all power from unit and use only a very mild soap on a damp cloth. Dry immediately with a soft lint-free cloth after cleaning. Never use harsh chemicals such as window cleaners, paint removers, vinyl conditioners, etc.

3. Unpack and Assemble Components

Step 1. Remove console components from shipping container or case.

Step 2. Place console desk on installation surface.

Step 3. Place processor, monitor and other external components close enough to console so that cabling will reach.

Step 4. Proceed to "HOOK-UP" on page 11.

HOOK-UP

1. Connecting Console Components

Step 1. At console rear panel, connect monitor or touchscreen (sold separately).

Step 2. At console power port, connect power supply cord (included).

Step 3. At console lighting ports, install gooseneck lamps (sold separately) as required.

Step 4. At console PS2 auxiliary ports, connect PS2-compatible peripherals (i.e. mouse, keyboard, etc.).

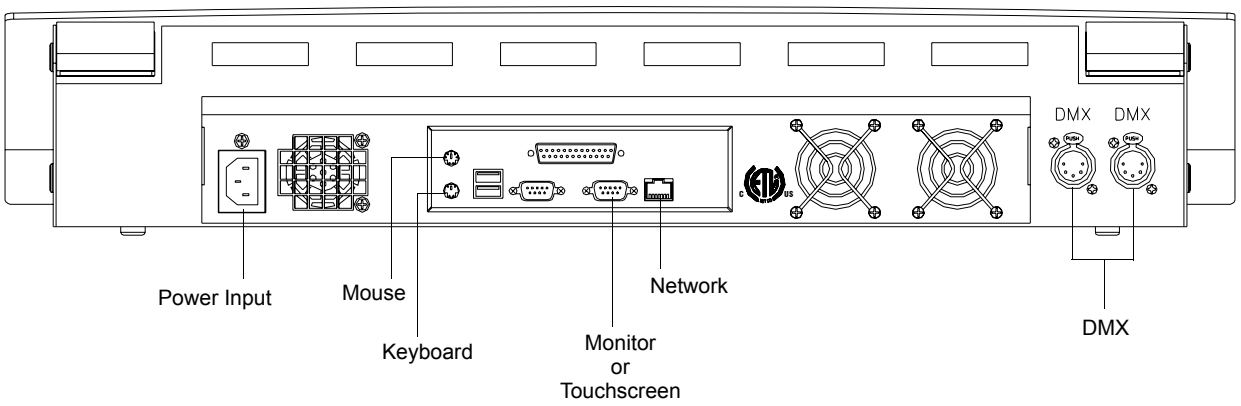


Figure 2-1: Connecting Console Components

2. DMX512 Output

The console provides two standard XLR 5-pin connectors for connecting to DMX512 devices. Each connector supports one DMX512 universe of 512 DMX channels. Connect DMX512 devices as shown in **Figure 2-1**.

3. Remote Focus Unit (RFU)

The PALETTE Remote Focus Unit (sold separately) is an optional remote Ethernet device that can be connected to the console using either a wired or wireless configuration. Refer to the Remote Focus Unit Installation and Setup Guide included with the RFU device for more information.

CONSOLE POWER UP

1. Power Up Procedure

Once the console has been installed and all components connected, the console and processor can be powered up.

To power up:

Step 1. At front of console, press power on/off button. Processor will boot.

Step 2. After boot up is complete, verify status by clicking On-Line Status bubble in the PALETTE Software (refer to **Figure 2-2**).

Step 3. The console is ready for programming and use.

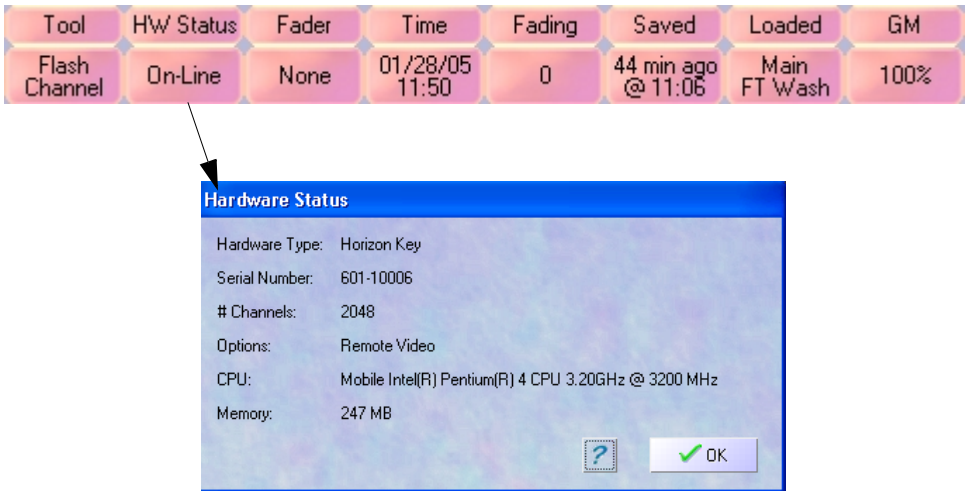


Figure 2-2: On-Line Status Display

3. Controls

- DESK LAYOUT
- CONSOLE BUTTONS
- SOFTWARE CONFIGURATION
- RESTORING THE SOFTWARE

DESK LAYOUT

1. Console Overview

presetPalette Lighting Control Console

The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in depth explanations of individual button and slider functions.

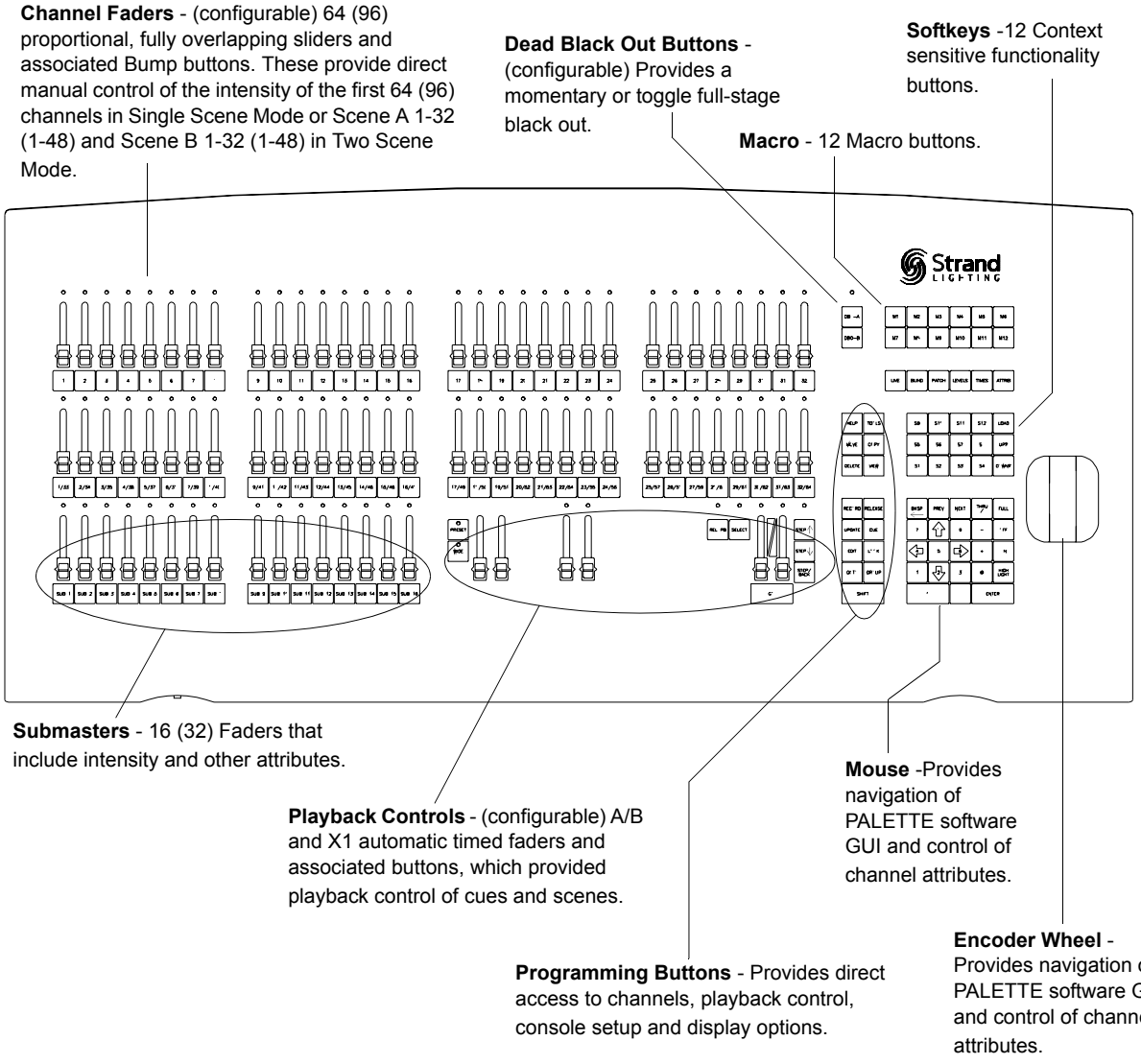
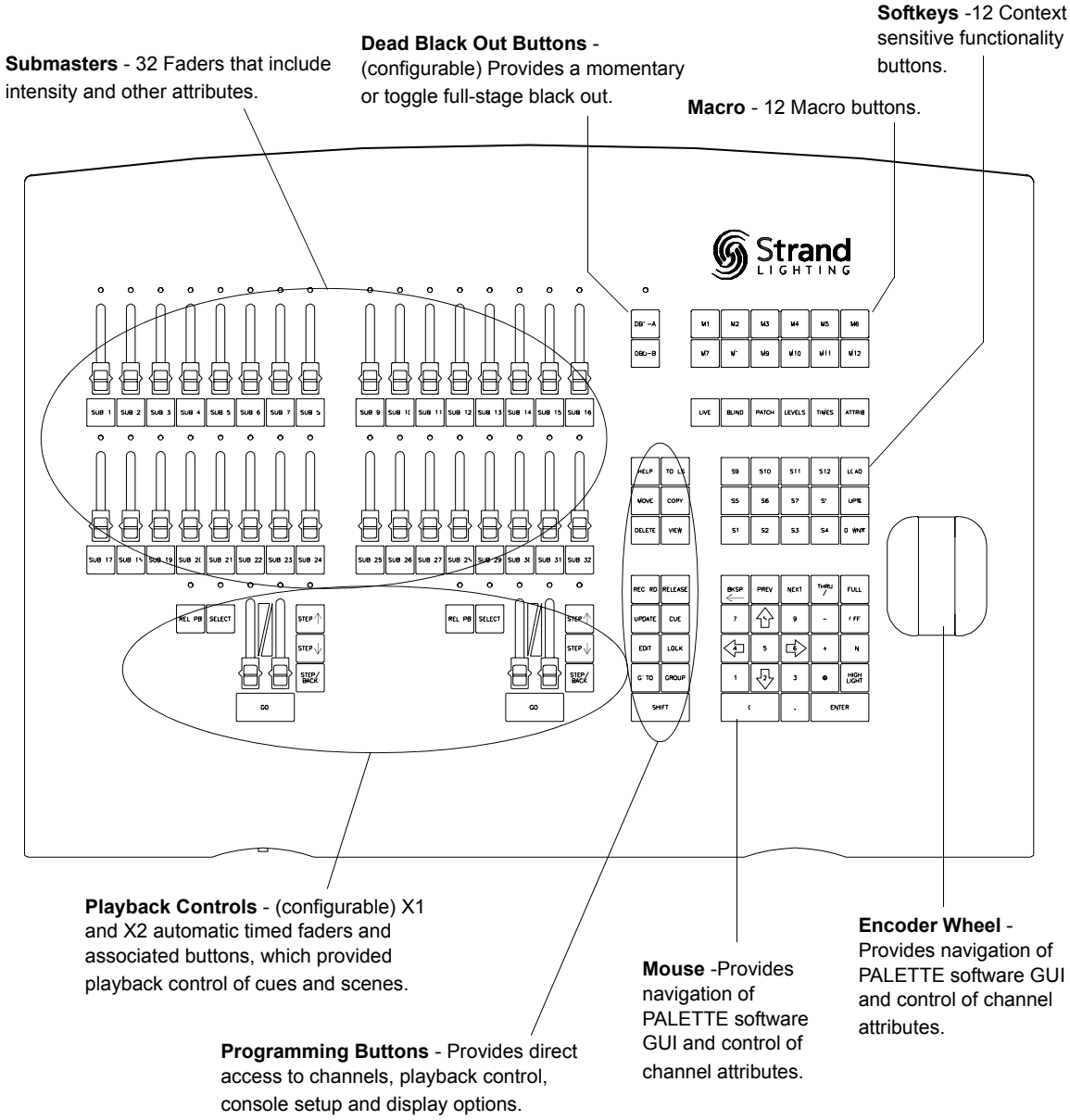

Channel Faders - (configurable) 64 (96) proportional, fully overlapping sliders and associated Bump buttons. These provide direct manual control of the intensity of the first 64 (96) channels in Single Scene Mode or Scene A 1-32 (1-48) and Scene B 1-32 (1-48) in Two Scene Mode.
Dead Black Out Buttons - (configurable) Provides a momentary or toggle full-stage black out.
Softkeys -12 Context sensitive functionality buttons.
Macro - 12 Macro buttons.
Strand LIGHTING
Submasters - 16 (32) Faders that include intensity and other attributes.
Playback Controls - (configurable) A/B and X1 automatic timed faders and associated buttons, which provided playback control of cues and scenes.
Mouse -Provides navigation of PALETTE software GUI and control of channel attributes.
Programming Buttons - Provides direct access to channels, playback control, console setup and display options.
Encoder Wheel - Provides navigation of PALETTE software GU and control of channel attributes.

Figure 3-1: presetPalette Console Layout

2. classicPalette Lighting Control Console

The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in-depth explanations of individual button and slider functions.


Softkeys -12 Context sensitive functionality buttons.
Submasters - 32 Faders that include intensity and other attributes.
Dead Black Out Buttons - (configurable) Provides a momentary or toggle full-stage black out.
Macro - 12 Macro buttons.
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Playback Controls - (configurable) X1 and X2 automatic timed faders and associated buttons, which provided playback control of cues and scenes.
Programming Buttons - Provides direct access to channels, playback control, console setup and display options.
Mouse -Provides navigation of PALETTE software GUI and control of channel attributes.
Encoder Wheel - Provides navigation of PALETTE software GUI and control of channel attributes.

Figure 3-2: classicPalette Console Layout

3. subPalette Lighting Control Console

The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in-depth explanations of individual button and slider functions.

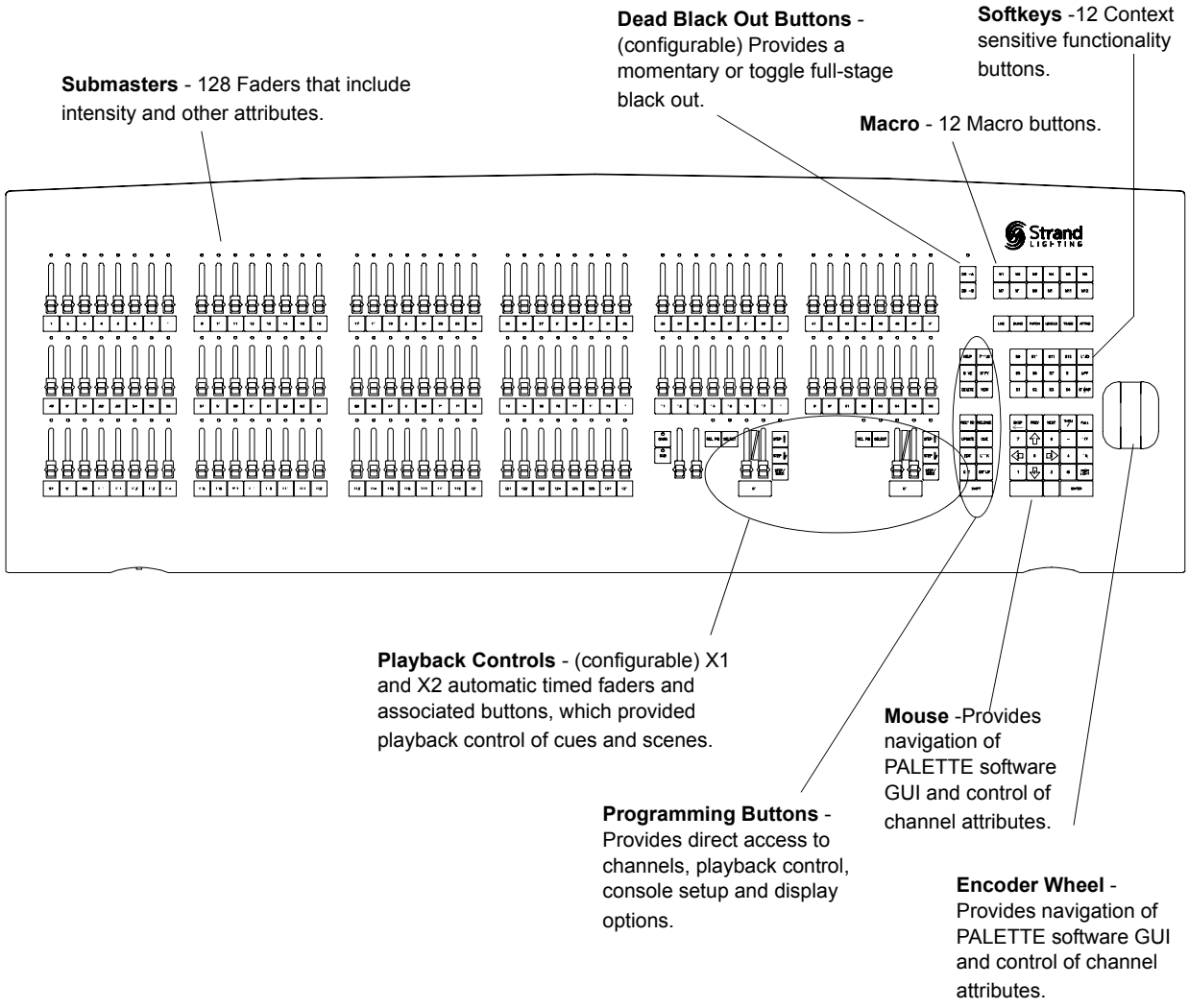
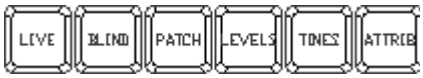

Submasters - 128 Faders that include intensity and other attributes.
Dead Black Out Buttons - (configurable) Provides a momentary or toggle full-stage black out.
Softkeys -12 Context sensitive functionality buttons.
Macro - 12 Macro buttons.
Strand LIGHTING
Playback Controls - (configurable) X1 and X2 automatic timed faders and associated buttons, which provided playback control of cues and scenes.
Mouse -Provides navigation of PALETTE software GUI and control of channel attributes.
Programming Buttons - Provides direct access to channels, playback control, console setup and display options.
Encoder Wheel - Provides navigation of PALETTE software GUI and control of channel attributes.

Figure 3-3: subPalette Console Layout

4. Programming Buttons Layout

The programming section of the desk provides direct access to intensity channels, channel attributes, playback control, console setup and display options.

Information



[Live] - Brings Up the Output Screen of the Console

[Blind] - Activates Blind Mode to allow modification of cues, looks or palettes without affecting stage levels or Loads Cue and Looks.

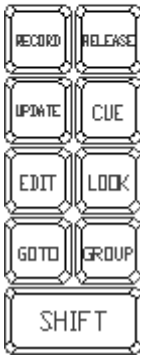
[Patch] - Activates the Patch Screen

[Levels] - Shows the output levels for the channels

[Time] - Shows Time values for the channels

[Attribute] - Toggles the Attribute grid on/off

Action Keys



[Help] - Activates online help system.

[Tools] - Initiates Softkey tool functions such as effects, channel check, flash, etc

[Move/Copy] - Moves or copies cues and looks.

[Delete] - Deletes cues.

[View] - Accesses information about selected cue, channel, look, group, function key, etc

[Record] - Saves changes to cues, looks.

[Release] - Releases selected devices or closes open dialog box.

[Update] - Opens Update dialog box to automatically save changes to Live items on stage such as cues, palettes, looks, etc.

[Cue] - Recalls specific cue or initiates cue dialog box.

[Edit] - Opens currently selectedcontrol for data entry (to change cue times, cue labels, etc.).

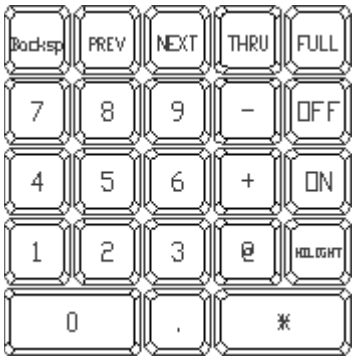
[Look] - Recalls user-programmed scenes.

[Group] - Specifies group selection.

[Goto] - initiates goto cue dialog box.

[Shift] - Accesses secondary button functions when pressed.

Numerical Keypad



[Backspace] - Used to edit command line entries.

Thru] / [-] / [+] - Used when entering a range or an exception of numbers.

[Prev/Next] - Advances to next or reverses to previous channel. Also acts as a tab key for navigating dialog boxes.

[Full] - Takes intensity value to 100% for all selected channels.

[On] - Takes intensity value to 100% for all selected channels

[Off] - Takes intensity value to zero for all selected channels

[@] - Used to enter specific intensity value for all selected channels.

[Highlight] - Clears all attributes to defaults (except Pan and Tilt) to aid in positioning selected channels when a cue is active.

[Enter] - Enters an action or selection.

[0 - 9, .] - 10-Key Numerical Entry

Arrows (Shift 2,4,6 & 8)- Steps forward or backward through a selected cue list

Misc

[Up] - Takes selected channel up a predetermined amount (e.g. 10%). Also works in other instances, such as time windows, SMPTE, data fields, etc.

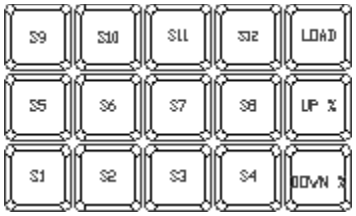
[Down] - Opposite of [Up] button.

[Load] - Used in Blind Mode to allow modification of cues, looks or palettes without affecting stage levels or Loads Cue and Looks.

5. Softkeys

PALETTE Lighting Control Console Softkeys

The twelve Softkeys provide context sensitive functionality, which will assist in navigating PALETTE software dialog boxes and execute actions linked to the [Tools] and [View] buttons.



Dialog Navigation Function

Depending on the currently active PALETTE software dialog box, each of the Softkeys will provide a related function. For example, if the Record As Cue dialog is active, pressing:

[S1] prompts Cue List,

[S2] prompts the Cue Number,

[S4] prompts Name, etc.

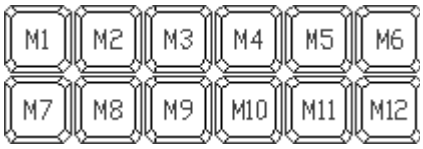
If the Console Setup dialog is active, the Softkeys would provide functions related to the console's setup, and so on.

Tools and View Function

Similar to the PALETTE software dialog box operation, these Softkeys will provide context sensitive functionality after either the [Tools] or [View] buttons are pressed.

6. Macro Buttons

The PALETTE Lighting Control Console features a set of twelve macro buttons which can be used to access programmed macros. The Macro buttons are also represented virtually in the PALETTE software. You can display the virtual Macro buttons by selecting "Macro Buttons" in the Display menu.

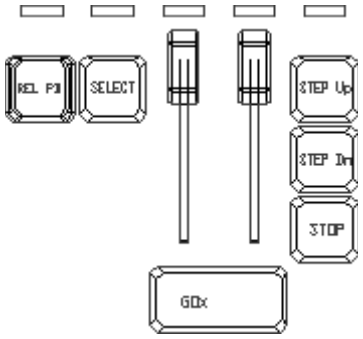


To configure a virtual Macro button, right-click on the button to open the Macro Editor. To execute a Macro, left-click on it.

See "Macro Buttons" on page 19 for more details or refer to "Macros & Show Control" in the PALETTE Software **Help Menu**.

7. Playback Controls Layout

The playback section of the desk provides controls for executing active cues and fading between two pre-stored scenes. These faders consist of A/B and C/D pile-on, automatic timed sliders.



Playbacks

[Select] - Selects cue list to display and default record location. Amber LED will be solid when cue list is selected. will flash when you halt a cue or you are backing up.

[Stop/Back] - Halts active cue (if running) or steps back to previous cue (if stopped). RED LED

[GO] - Activates next cue (following the active Cue) on the Cue List. Green LED will be solid when a cue list is active and no cues are running. The Green LED will flash when cues are running. Both the Red and Green LEDs will flash when the cue list is releasing.

[Playback Faders] - Controls fade times (in/out), cross faders, intensity masters, scene masters or, look page master.

[Rel - PB] - Releases currently selected playback or cue list.

[Step Up/Step Dn] - Arrows - Steps forward or backward through a selected cue list.

The playback faders can be setup to control different things as determined by the PALETTE software. See "A/B C/D (X1 - X2)" on page 49 for more details or refer to "Hardware Setup" in the PALETTE Software **Help Menu**.

CONSOLE BUTTONS

1. Plus, Minus, @ (At), Full, Out Buttons

- [FULL] and [OUT] will set the level of selected channels without having to press [ENTER].
- When editing split up/down times, use [FULL] to highlight the Wait time (start of line) and [OUT] to edit the Fade time (end of line).
- Use [FULL] and [OUT] in dialog box edit boxes or combo boxes to take the value to its upper or lower limit.
- Use the [/] key to select a range of channels or to specify WAIT/FADE times in any time field.
- Use the [BACKSPACE] key to clear the command line and deselect any selected channels.
- Use the [-] key to enter ranges. For example, [1][/][10][@][0][-][100] = 1 thru 10 @ 0 to 100.

2. Arrow Buttons

- The arrow keys move the blue box in the cue list and patch displays.
- To change a value, press the [EDIT] button.
- Holding down the [SHIFT] key and pressing the up or down arrows selects a range.
- Once a range is selected, typing in a new value will change all cells to that value.
- If editing a numeric column (like time), after pressing [EDIT] use the [WHEEL] to change the values. If multiple cells are selected, the values will change relative to each other. In the example below, if the WHEEL is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.
- Holding down [SHIFT] while rolling the WHEEL on any numeric field will change the value by 0.1.
- Loads cues while in Blind - follows Blue Box.

3. Cue Button

- After pressing [RECORD], a Look or a Cue can be recorded.
- Recording a Cue is the default. If the [LOOK] button is selected, but a Cue is to be recorded instead, press the [GOTO CUE] BUTTON.
- Places the word "Cue" in the command line for setting attributes.

4. Dead Black Out Button

- Use this button to black out the stage.
- This button can be configured to work as a momentary button, a toggle button, or be disabled. See "Dead Black Out (DBO)" on page 51 for setup details.
- The LED flashes when the Grandmaster slider is not at 100%. It flashes rapidly when the slider is at 0%.

5. Delete Button

- Use this button to delete cues. Highlight the desired cue (or cues) with the Blue Box using the [ARROW KEYS] then press this button.
- To delete a Look, press [VIEW] [BUMP] then select [S10] Delete.

6. Edit Button

- Pressing this button allows changes to the highlighted cells in the cue list (times, labels, follows etc.) or in the patch displays. Move the blue highlighted cells using the [ARROW KEYS].
- If a range is selected, typing in a new value will change all cells to that value.
- If editing a numeric column (like time), after pressing [EDIT] use the [WHEEL] to change the values. If multiple cells are selected, the values will change relative to each other. In the example below, if the [WHEEL] is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.
- Holding down [SHIFT] while rolling the [WHEEL] while editing cells will change numeric values by 0.1.
- [Shift] + [Edit] changes to TIMES display for access of independent attribute times.

7. Go Button

- This button will do a GO on its cue list. (NOTE: The [SELECT] button does not have to be active [amber LED On].)
- If a cue is running, the Green LED will be flashing.
- If you are sitting in a cue, the LED will be solid Green.
- If the cue list is Releasing, both the GO and the [HALT/BACK] LEDs will be flashing.
- [SHIFT] + [GO] asserts the cue list, grabbing full control of its attributes without advancing the cue list.

8. Goto Button

- Press [GOTO CUE] [#] [ENTER] to take the selected cue list to the desired cue.
- The Cue Number edit box will be preloaded with the cue number of the blue highlighted line.
- Using the [NEXT] key, a desired time for the cue to execute can be set. The recorded time is the default time.

9. Group Button

- Press [GROUP] then [#] [ENTER] to select the channels recorded in the Group Look page and place their intensities on the wheel. Alternately, these can be set to a level using the keypad. Example: [GROUP] [4] [@] [50] [ENTER]
- Press [REC] then [GROUP] then a number to record a Look. The current levels will be stored in the Look, but if you only want to use the selection (group), recall the Look using the group key.
- If you want traditional "Group at Level" functionality, press [LOOK] then the Look number.
- See "Show Options" in the PALETTE Software **Help Menu** for assigning look pages to this key.

10. Halt / Back Button

- The [HALT/BACK] button will halt any running cues on its cue list. A cue is running when the Green LED on the GO button is flashing.
- If a cue list is halted (flashing Red LED), pressing this button again will back up the cue list.
- If the cue list is Releasing, both the [GO] and the [HALT/BACK] LEDs will be flashing.
- [Shift] + [Back] will go to the previous cue in recorded time.

11. Load Button

- Press [LOAD] then the desired Cue number to load a cue. The pink status bubble will tell you what is loaded.
- Press [S4] to load the entire State of the cue (all the cumulative levels that got you to the look on stage at that point in the cue list).
- Edit the cue by changing levels, adding channels or releasing channels.
- Either press [UPDATE] to Update the Loaded cue (watch the Loaded Pink Bubble at the bottom of the screen) or press [REC] to record it as a new Cue or Look.
- Press [LOAD] [LOOK] then the desired Look number to load a Look for editing.
- The Clear On Load check box will clear any thing that is shown in the Loaded Bubble.

12. Blind Button

- Press [[BLIND] to enter and exit the Blind display.
- While in Blind, the channel grid has a Grey background. You can also see a Green outline around the Blind button in the channel Grid toolbar.
- While in Blind, moving the Blue Box with the [ARROW KEYS] will Load cues automatically.

13. Copy Button

- Highlight the cues you want to copy with the Blue Box, then press [COPY] [NUMBER] [ENTER] to copy the selected cue(s) to new cue(s).
- Press [COPY] [LOOK] to open the Copy Look Dialog box.
- Press [COPY] [CUE] to open the Copy Cue Dialog box.
- Use [#] [COPY] [#] [ENTER] to copy attributes from one channel to another.
- Use [COPY] [BUMP] [BUMP] to copy one Look to another.

14. Move Button

- Although you can move cues from one Cue List to another while working in one cue list, moving cues is essentially renumbering cues. Highlight the cues you want to renumber with the Blue Box, then press [SHIFT]+[MOVE] [NUMBER] [ENTER] to renumber the selected cue(s) to new cue(s).
- While the Move dialog box is open, you can also select a new numbering scheme.
- Press [SHIFT]+[MOVE] [LOOK][#] [@] [#] [ENTER] to move Looks.
- Press [SHIFT]+[MOVE] [BUMP][BUMP] to quickly move Looks.
- Use [#] [SHIFT] + [MOVE] [#] [ENTER] to move attributes from one channel to another.

15. Previous / Next Button

- Press this button to select the next channel
- Press [SHIFT] and this button to select the last channel

In dialog boxes:

- Press this button to go to the next control.
- Press [SHIFT] and this button to go to the previous control.

16. Number Buttons

- By default, typing on an empty command line, these buttons will select channels or channels.
- Use in conjunction with the other keys (+, -, Thru etc.) close to these to select ranges of channels.
- While in dialog boxes, these keys fill in numeric fields.
- To change cue times, use these buttons in conjunction with the [ARROW KEYS] and the [EDIT] button to open the blue box for editing.

17. Record Button

Recording Cues:

- To record a cue, press the [REC] button. The record dialog box will open. A default cue number is entered and the cursor is waiting for you to enter a new one (if necessary). The [ENTER] key will close the dialog box and record the cue to the Selected Cue List.
- To quickly record to a different playback master, press [REC] then the desired [SELECT] key on the playback.

Recording Looks:

- To quickly record a Look, press [REC] then press a [BUMP] button.
- Press [REC] then press [LOOK], enter a number and hit [ENTER].
- To record a group of channels, press [REC] then press [GROUP], enter a number and hit [ENTER]. A Look will be recorded (including the levels). Using the [GROUP] button, you can bring back the selected channels and set them to any level using the [WHEEL] or the Keypad.

See also "Update Button" on page 26.

18. Release Button

- Press once to release the last altered attribute.
- Press again (or twice) to release all selected channels.
- Press again (third time) to release all captured channels.
- Press [SHIFT] + [REL] to bring back previously released items. (This also work in a three-stage process.)

Notes:

- If a dialog box is open, the LED will be flashing. Pressing [REL] will close the dialog box without changes being committed.
- If channels are selected, the LED will be flashing.
- If channels have been changed but are not selected, the LED will flash in a stepped pattern.

19. Release Playback

- Pressing this button will release the cue list on the selected playback master. The cue pointer will remain at the current cue position, therefore pressing [GO] will put you back into the same state you were in before you hit [REL PB]
- Press [SHIFT]+[REL PB] to release all cue lists.

20. Select Button

- Press a Select button to determine which cue list cue will be written to by default when you record cues. The 'selected' cue list will have an Amber LED on.
- Pressing this button is the same as using the mouse to highlight a cue list in the cue list directory.
- To quickly record cues to a cue list (even if it is not the currently selected cue list) press [REC] then [SELECT].

The new cue will be appended to the end of the cue list and the current cue list selection will not change.

21. Shift Button

- Use with [REL] to restore previously released channels.
- Use with [REL PB] to release all cue lists.
- Use with [EDIT] to enter the time display.
- Use with [STEP UP/DN] buttons to go to the top or bottom of a cue list.
- Use with [ARROW KEYS] to select a range of cells with the Blue Box.
- Use with [PREV NEXT] to select the previous channel to the current one or use with [PREV NEXT] in dialog boxes to move the focus of the current control.
- Use with [GOTO CUE] to open the Goto Cue dialog.
- Use with [GO] to assert the appropriate cue list.
- Use with [BACK] to advance to the previous cue in cue time.
- Use with [MOVE COPY] to renumber cues or move Looks.
- Use with [BLIND LOAD] to enter or exit Blind mode.
- Use with [UP/DOWN] to adjust the selected channel's level by one percent.
- Use with Split Crossfaders or Single Crossfaders (A/B C/D fader setup under [S3] Hardware Setup) to manually move backwards through a cue list.
- Use with Number keys 2,4,6 & 8 to access arrow keys.
- When the command line is empty, holding down [SHIFT] and rolling the wheel will scroll the channel grid.
- Use after pressing [REC] and before pressing [BUMP] or [SELECT], or [5X5] to keep Record dialog box open for labeling.

22. Softkeys

The Softkey buttons are context sensitive to what you are doing. When no dialog boxes are open, they provide additional functionality that is not available with the hard buttons on the console. When a dialog box is open, the LEDs show you what buttons are used to jump to specific controls (lists, check boxes etc.). You can always see what each button will do by reading the bubbles at the bottom of the screen. The LED will blink showing you what control currently has focus.

23. Macro Buttons

These console buttons correspond to the PALETTE software macro controls. Macros programmed with the Macro Editor can be accessed by pressing the appropriate button.

24. Step Forward / Step Back Buttons

- Pressing the relevant button steps you through the Selected cue list using the step-time set in the properties of the cue list ([VIEW] [SELECT]).
- If the cue list is active ([GO] had been pressed at some point), the effect will be seen on stage. If it is not active, only the cue list pointer will move, awaiting a Go.
- Use with [SHIFT] to move to the top or bottom of the selected cue list.
- If a long cue is running (green LED is flashing on Go button) and you want to quickly complete it, press [STEP FORWARD]. The cue will complete in the Cue List's Step Time as determined by the Properties of the Cue List.

25. Look Button

- Press [LOOK] then # [ENTER] to put the channels in a particular Look at their recorded level.
- Alternately you can set them to a level using the keypad by typing [LOOK] # @ Level [ENTER].
- Press [REC] then [LOOK] then a number to record a look.
- Press [REC] then a bump button to quickly record a look to a master (if set up to do so).
- Groups are stored as Looks, even if the levels are not used.

26. Tools Button

- Initiates Softkey tool functions such as effects, channel check, flash, etc.
- The Softkeys display which tools are available when you press and hold this button.
- Pressing will toggle the last selected tool on/off.

Note: A status bubble will appear at the bottom of the screen that shows the current active tool.

27. Up / Down Buttons

- Use these buttons to raise or lower the selected channels' intensity by the pre-determined level in [S2] "Show Options."
- Use with [SHIFT] to move the selected channel's intensity one percentage point.
- In dialog boxes, these buttons will raise or lower number boxes by pre-determined levels (cue number by 10, time by 10, SMPTE by 1 minute etc.).

28. Update Button

- When making changes live, pressing [UPDATE] will open the Update dialog box. Pressing [ENTER] will update the current cue with the changed levels.
- If you have changed tracking levels or palettes, you can select different items from the list to update (i.e. Track Back and Palette Update).
- If you have used the [LOAD] button to load a Cue or Look, once you make the changes, press [UPDATE] to store the changes and release any selected channels. (You will not be able to use this button if you did not use All Attributes during your load operation.)

29. View

- Opens the View Properties dialog box where properties are displayed:
- Press [VIEW] [NUMBER] [ENTER] to see a channel's Label Dialog box.
- Press [VIEW] [SELECT] to get a Cue List's properties.
- Press [VIEW] [BUMP] to get a Look Master Properties (including the ability to delete a Look).

30. Processor Keyboard Shortcuts

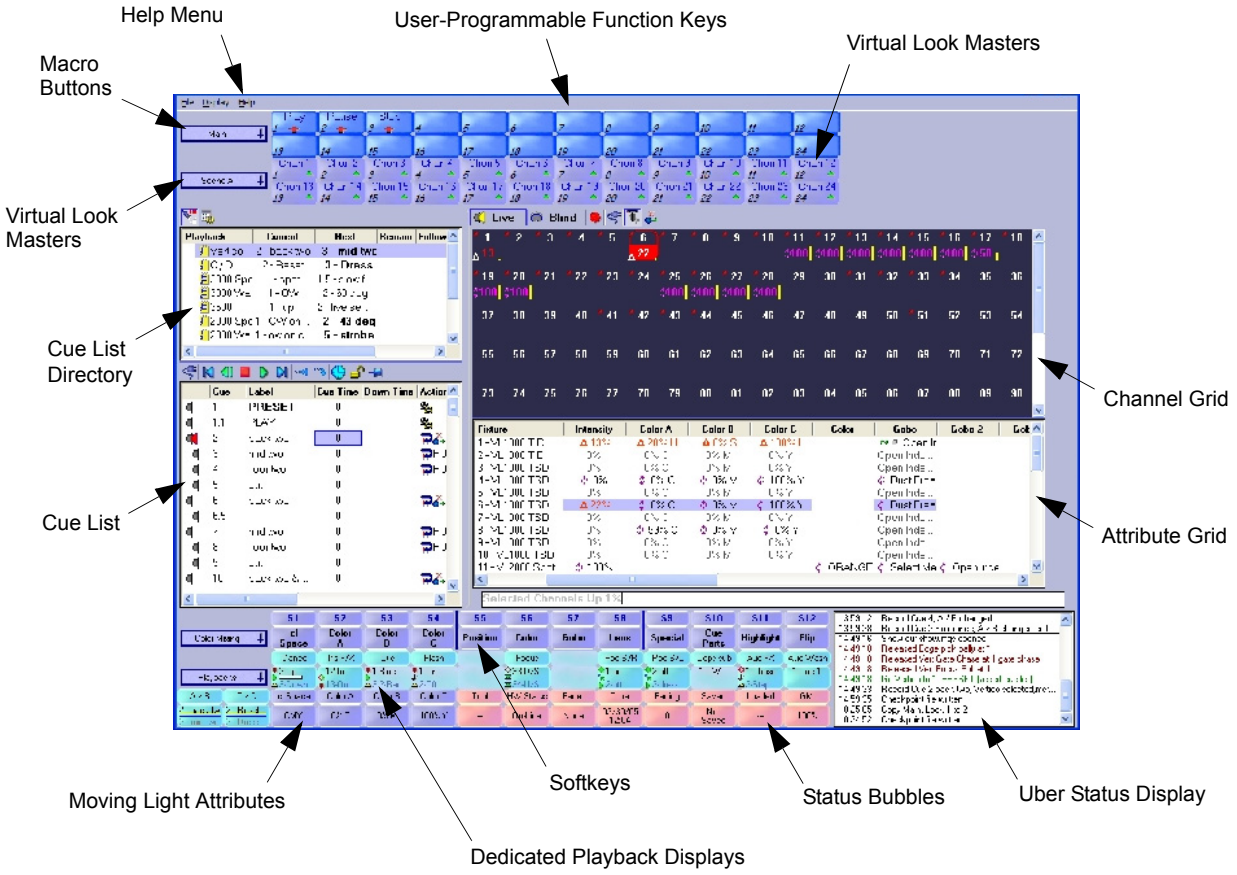
The following processor keyboard shortcuts can be used in place of the console buttons, if desired. For instructions on setting up Cue List Control, refer to "QWERTY Keyboard Cue List Control" on page 51.

Button	Function
+	Plus Used in command line
-	Minus Used in command line
*	At Used in command line
.	Dot Used on empty command line to open Select dialog box or when entering point times
/	Thru Used in command line
[	Open Square Brace Step Back in cue list
]	Close Square Brace Step Forward in cue list
\	Back Slash Release Cue Lists (SHIFTED = releases all cue lists)
B	Blind / Load Sets display to Blind mode (SHIFTED = Load)
C	Copy Opens Copy dialog box
G	Group Used when using Group on command line
L	Look Used when using Look on command line
M	Move Opens Move dialog box
P	Palette Opens Apply Levels dialog box
Q	Cue Use when using Cue on command line (SHIFTED = Goto Cue)
R	Record Opens the Record dialog box for recording Cues or Looks
T	Tools Hold down to change softkeys to Tools menu. Strike to toggle last Tool
U	Update Opens Updated dialog box or updates Loaded items
V	View Opens View Properties dialog box
Z	Back Halts running cues, backs up the cue list (SHIFTED = Go Back in time)
Arrow Keys	Move the Blue Box
Backspace	Used in command line to delete characters
Delete	Deletes highlighted cue
End	Levels Out
Escape	Releases attributes and channels (three stage) (SHIFTED = restore)
Home	Levels to Full
Insert	Opens Blue Box for editing, toggle controls in dialog boxes
Page Down	Levels down by specified amount (default = 10%) (SHIFTED = -1%)
Page Up	Levels up by specified amount (default = 10%) (SHIFTED = +1%)
Space	Go on pending cue (SHIFTED = Assert current cue)

SOFTWARE CONFIGURATION

1. PALETTE Software Screen

The following pages are brief descriptions of the main PALETTE software screen and its elements. More thorough information is always available in the software's **Help Menu**.

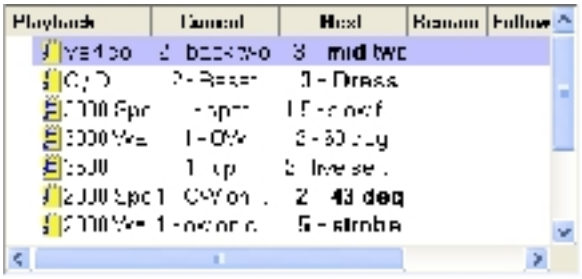


2. User-Programmable Macro Buttons

To view these buttons, select "**Macro Buttons**" from **Display** menu. Right-click on a button to enter Macro Editor.

3. Cue List Directory

The cue list directory shows what cue lists are programmed and ready for playback.

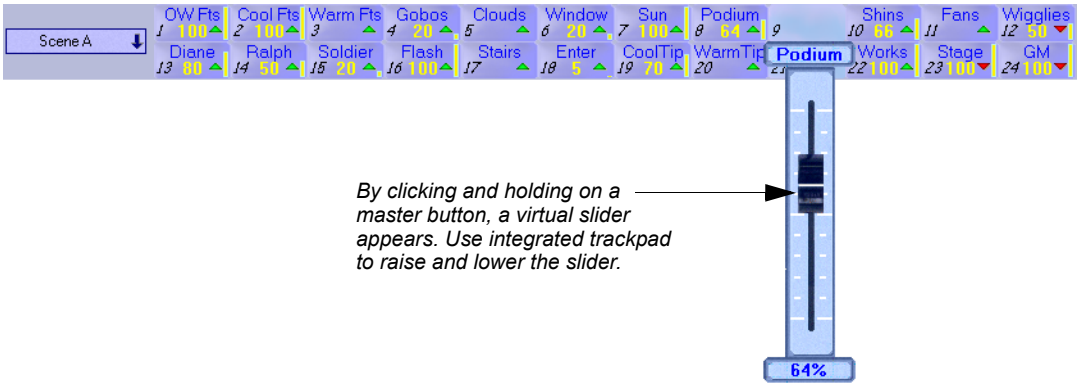


4. Cue List

The cue list display allows instant access to altering cue and attribute timing as well as labels, wait, follow, and loop parameters. Blue Box is moved around by using [ARROW KEYS]. Pressing [EDIT] allows changing cells.

5. Virtual Look Masters

Unlimited Virtual Look Masters provide "hands on" control of conventional lights, effects, or automated luminaires.

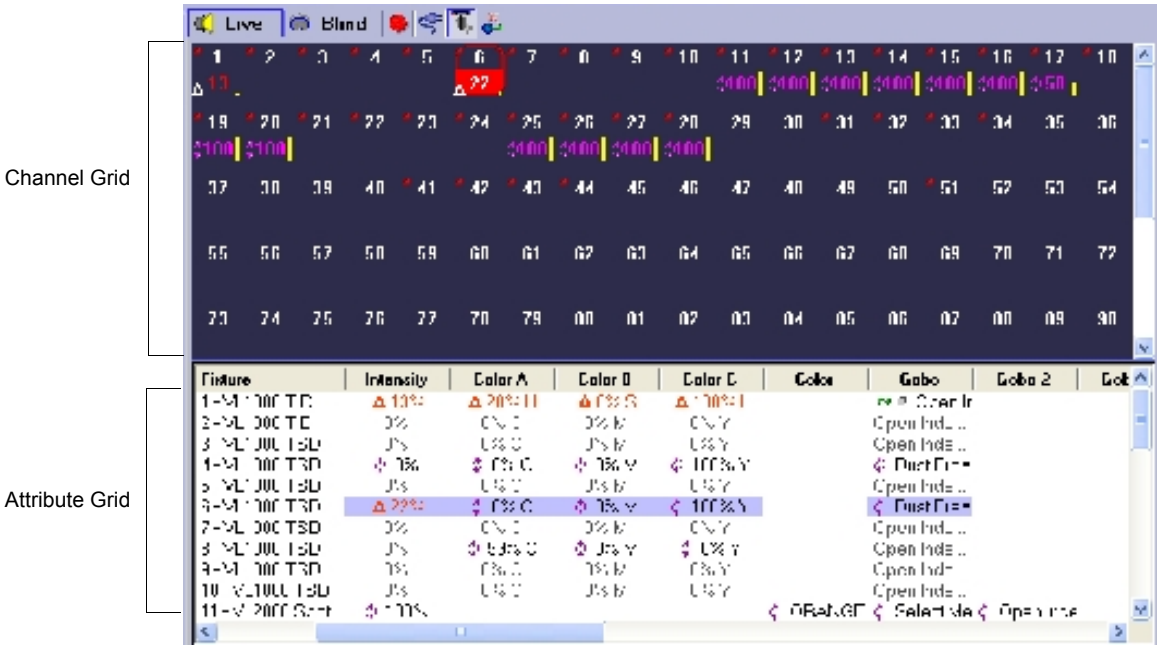


By clicking and holding on a master button, a virtual slider appears. Use integrated trackpad to raise and lower the slider.

6. Channel and Attribute Grids

The PALETTE software provides a real-time status of all levels and effects in a cue in an user-friendly display. Users can select levels, blind, or times to see what is happening during playback or programming.

If you have patched moving lights in your show, the Attribute Grid will appear below the channel Grid.



7. Status Bubbles

Eight status bubbles allow the programmer to setup exactly what information is most appropriate for their current task.

Loaded	PB Rate	SMPTE	Time	# Fades	GM	Parked	% Busy
Color 1 Red	100%	2:18:33 5:42:07	3:12 PM	4	100%	4 channels 3 dimmers	5%

8. Uber Status Display

The Uber Status display shows the history of changes, updates, etc. of the program(s) and file(s).

- Right click to clear the display or copy its contents to the system clipboard.

15:12:18 Checkpoint file written
15:12:35 Released A / B at 3 thow
15:12:45 Go C / D to 1
15:12:51 Go A / B to 2 dance piece (assert cue list)
15:12:54 Go A / B to 3 thow
15:13:03 Show file saved
15:13:16 Hardware Setup changed

Strand Lighting
a Genlyte company

9. PALETTE Control Panel

The PALETTE software runs on a custom processor under the Windows® XP Embedded operating system (OS). An embedded operating system means that only the software necessary to run the console is installed. There are no extra user-configurable applications that are included in the OS. This protects the system and the operating software parameters, assuring that system integrity is never compromised.

Since the Windows XP Embedded OS is used, other features are available, such as Internet Explorer, MS Media Player, Outlook Express, MS Paint, and Windows Explorer. The PALETTE console can be connected to network to take advantage of services like DHCP networking, mapped network drives, Internet connectivity, and more.

Windows XP also offers accessibility options specifically designed for those with disabilities.

To access these special features, use the PALETTE Control Panel (shown above). To launch the control panel, press the [S4] button on the console.

The Control Panel will automatically hide itself after 30 seconds of inactivity.

Note: You may have to press [Backspace] to access the main software menu. This will deselect, but not release any captured channels.

Explanations of the icons (shown below) are covered in the following pages.

System Date, Time, DST, & Time-Zone

Screen Resolution & Screen Saver

Mouse/Trackpad Setup

Keyboard Options

Accessibility Options

Network Configuration

Monitor Power Saver

Printers and Printing

Shutdown System

Windows Explorer

Windows Media Player

Internet Explorer

Outlook Express Mail

Notepad Text Editor

MS Paint

Launch / Show PALETTE Application

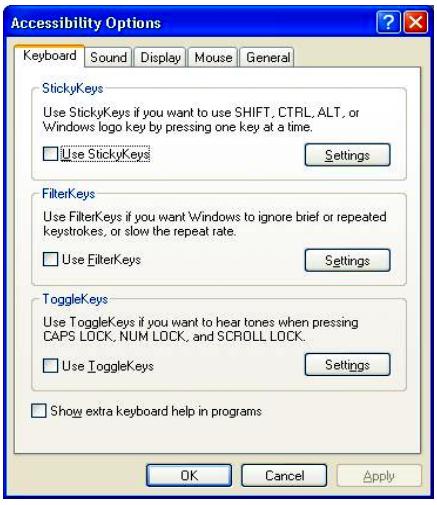
Hardware Test

Read Release Notes

Additional Software Applications

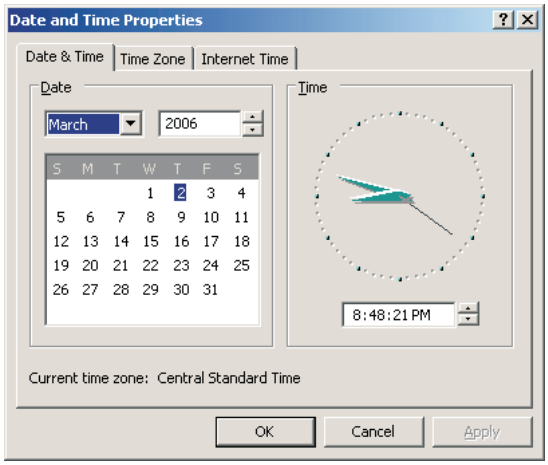
Accessibility Options

- Use the Accessibility options in the Control Panel to change things such as:
- Sticky Keys (one press on [SHIFT] - then one press on letter to get an upper case letter).
- Change display to use High Contrast or change the cursor blink rate.
- Enable MouseKeys to allow the arrow keys to move the cursor.

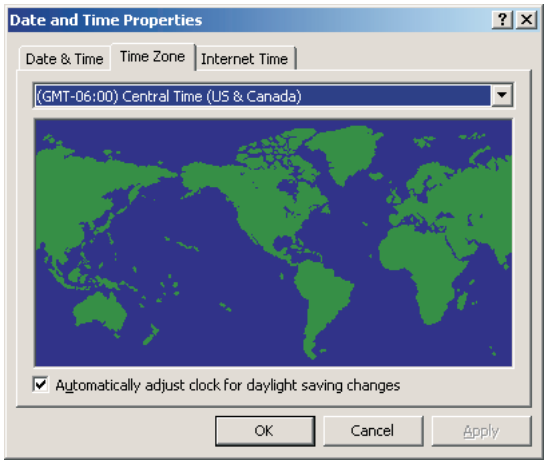


System Date, Time, Time Zone, DST

Changing the system's clock is done via the Date/Time control in the PALETTE Control Panel. The Date and Time are set on the first tab you see when you launch the control.

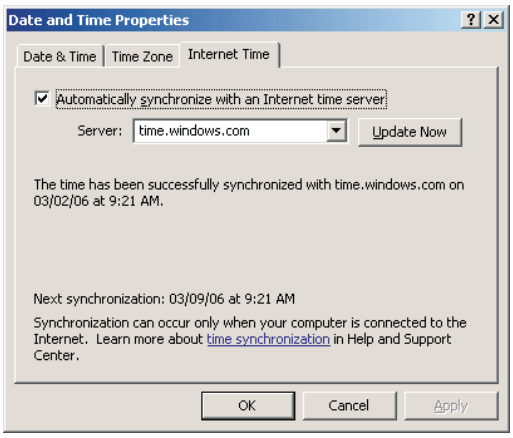


To adjust the Time Zone (which is important if using Astronomical Events or want to synchronize the system with World Time Services), select the second tab and choose the appropriate time zone. Check Daylight Savings Time box for adjusting to time changes.



Note: PALETTE must be restarted for the Time Zone change to take effect.

The last tab determines whether or not PALETTE will look to World Time Servers on the Internet, such as time.windows.com, to synchronize the clock to World Standard Time. To do this all of the following must be true:


Date and Time Properties
Date & Time
Time Zone
Internet Time
Automatically synchronize with an Internet time server
Server:
time.windows.com
Update Now
The time has been successfully synchronized with time.windows.com on 03/02/06 at 9:21 AM.
Next synchronization: 03/09/06 at 9:21 AM
Synchronization can occur only when your computer is connected to the Internet. Learn more about time synchronization in Help and Support Center.
OK
Cancel
Apply

- The processor must be connected to the Internet (see Network Configuration).
- The date must be set correctly.
- The time zone must be set correctly.

Windows Explorer

Launch Windows Explorer from the Control Panel to manage your hard drive. The D:\ will nominally have 35 GB of space available to you for whatever purposes you choose. Store show files, pictures, MP3s, text files, etc.

- Because of the Embedded OS restrictions, you will NOT be able to:
- Explore the C:\ drive
- Format the Public drive (D:\)
- Label the drive
- Get the drive's properties
- Make changes in the D:\Horizon folder
- Perform administrative functions on the drive

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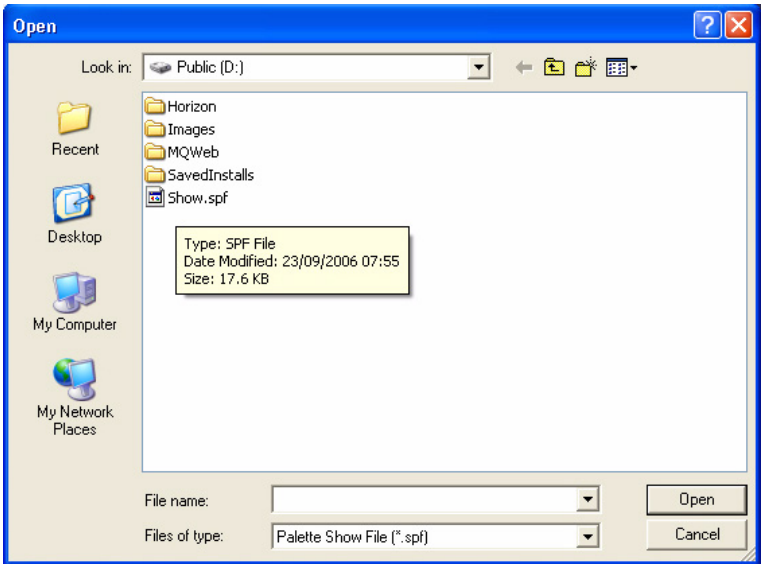
Note: You can however, create your own folders and organize it as you like. It differs from regular XP in that the Right-Click menu is disabled. All of the functions that you need are available in the main menu (such as FILE|NEW|FOLDER or VIEW|DETAILS or TOOLS|MAP NETWORK DRIVE).



Hardware Test

Use this button in the PALETTE Control Panel to start a hardware test. The PALETTE software cannot be running to perform the test. Exit the software before selecting this option.

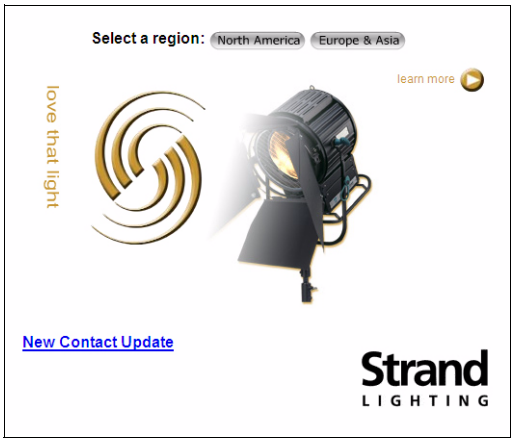
Once the hardware test software in started, a graphical representation of the console is shown. Select the appropriate button in the top left of the screen to choose the section of the console to be tested.

The test begins, all the LED's on the console should begin to flash. Pressing a button will create a blue square around the button (s) or slider(s). Buttons or sliders that have been tested will display a green box. If a LED is not flashing, console lights that are not responding, buttons that are not responding, or buttons and sliders that turn green before you touch them, contact customer service at Strand Lighting.

Internet Explorer

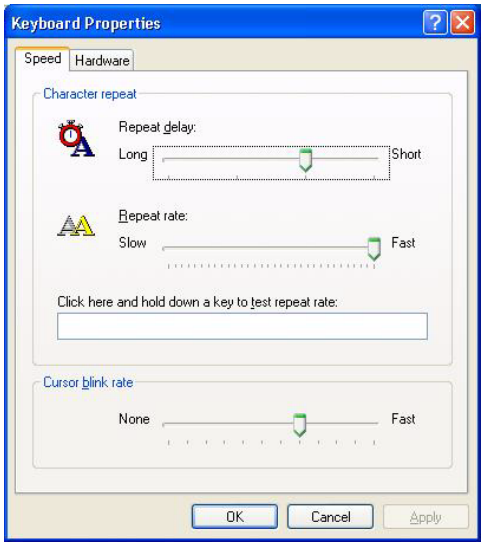
If the PALETTE processor is connected to a Local Area Network that is connected to the Internet, you can surf the web right on your console.

- You can visit www.strandlighting.com or www.horizoncontrol.com for technical support.
- You can go directly to the Download section of the Strand Lighting web site and get software or library update directly. Just click on the update and select SAVE TO D:\.
- You will not be able to download other software from the Internet and install it because of the Embedded operating system and general security restrictions.



Keyboard Options

To change the repeat properties of the keys on the PALETTE processor's keyboard, choose Keyboard Options from the PALETTE Control Panel. Adjust the properties accordingly.

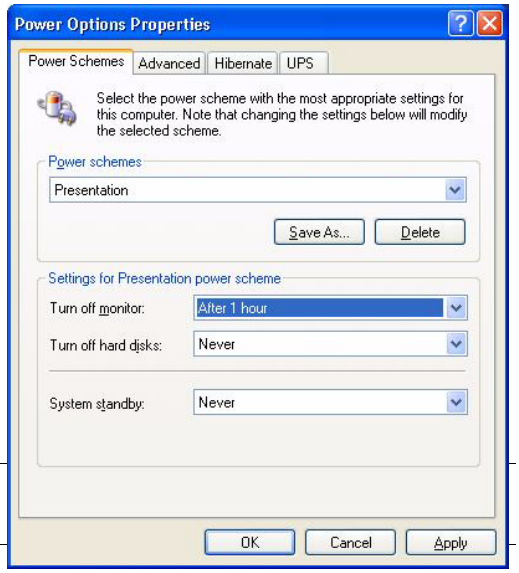


Monitor Power Saver

If the system is running 24 hours a day, seven days a week, it may be a good idea to use the Screen Saver option in from the PALETTE Control Panel. It is, however, preferable to turn off your monitor when the unit is not in use. To adjust the power scheme, Launch the Power Options Properties from the Control Panel.

Tip:

The safest way to turn on the monitor after it has automatically turned off is to touch the SHIFT key on your console. That is assured not to change any levels on the stage (either by running cues or adjusting subs). Touching any key or handle on the console will disable the screen saver and turn the monitor back on).



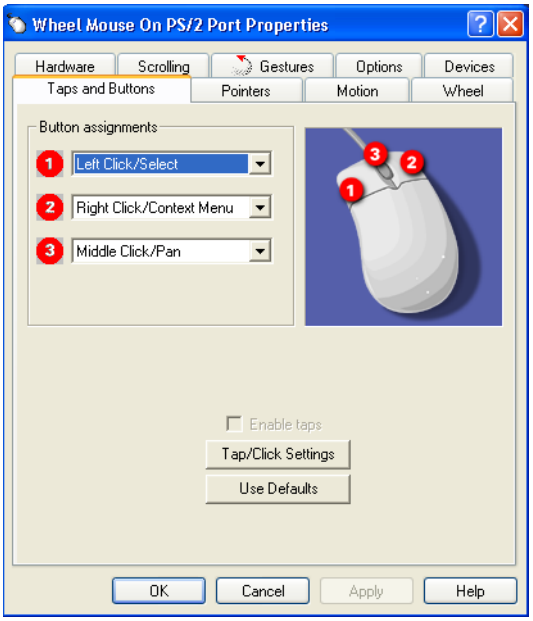
Note: It is not suggested that the hard disk power scheme be adjusted/changed from its original settings.

PALETTE Mouse Properties

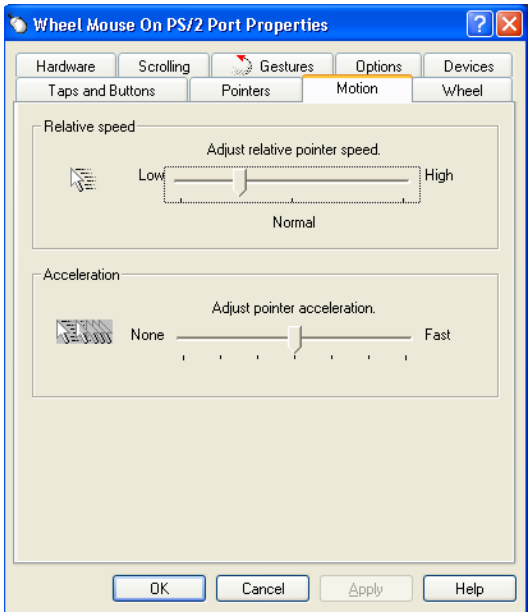
PALETTE's mouse has many options that can be adjusted by selecting the Mouse/Trackpad options from the PALETTE Control Panel.

To setup mouse properties:

Step 1. To enable or disable tap clicks or to change the button functions, select the "Taps and Buttons" tab.



Step 2. To adjust the relative acceleration and speed of the mouse, select the "Motion" tab.



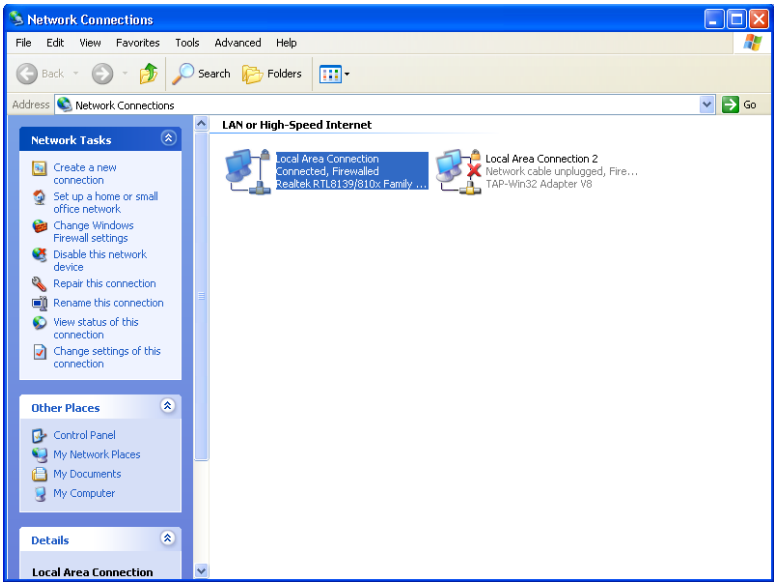
Network Configuration

If the PALETTE console can be connected to the facility's network, networking capabilities such as mapped network drives and Internet connection can be accessed. Most LANs have a DHCP Server (Dynamic Host Configuration Protocol) that automatically assigns network properties such as the IP address. In most network situations, the console can be connected to the network via connecting a network cable up to the back of the processor to either access the Internet or find shared drives on the network.

If a Static IP address is required, then follow the steps below to setup a network connection.

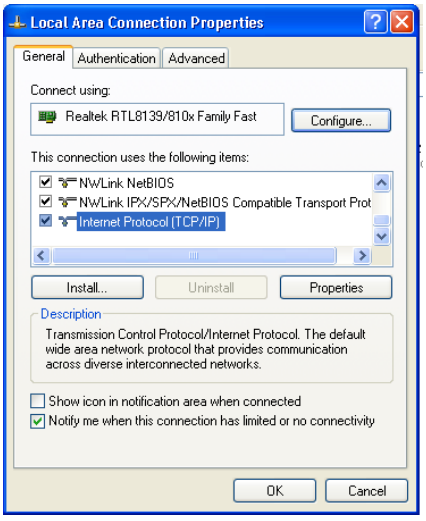
To manually setup a network connection:

Step 1. Click on the "Network" button in the Control Panel.

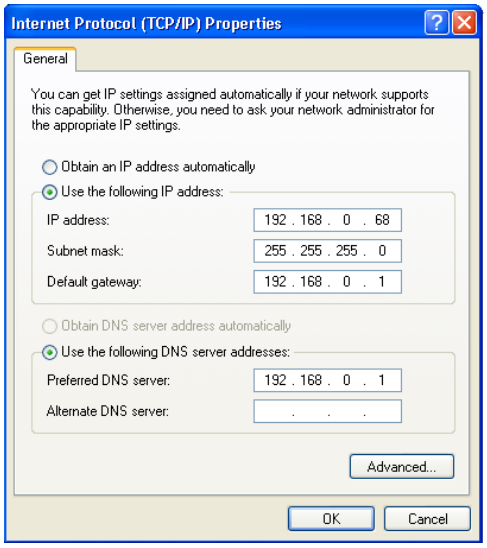


Step 2. Click the "Local Area Connection" icon to expand the "Network Tasks" menu.

Step 3. Click on "Change settings of this connection" to open the "Local Area Connection Properties" dialog box.


Local Area Connection Properties
General Authentication Advanced
Connect using:
Realtek RTL8139/810x Family Fast
Configure...
This connection uses the following items:
NWLink NetBIOS
NWLink IPX/SPX/NetBIOS Compatible Transport Prot
Internet Protocol (TCP/IP)
Install... Uninstall Properties
Description
Transmission Control Protocol/Internet Protocol. The default wide area network protocol that provides communication across diverse interconnected networks.
Show icon in notification area when connected
Notify me when this connection has limited or no connectivity
OK Cancel

Step 4. Select "Internet Protocol (TCP/IP)" and click "Properties."


Internet Protocol (TCP/IP) Properties
General
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.
Obtain an IP address automatically
Use the following IP address:
IP address: 192 . 168 . 0 . 68
Subnet mask: 255 . 255 . 255 . 0
Default gateway: 192 . 168 . 0 . 1
Obtain DNS server address automatically
Use the following DNS server addresses:
Preferred DNS server: 192 . 168 . 0 . 1
Alternate DNS server:
Advanced...
OK
Cancel

a. Choose "Use the following IP address" (typically 192.168.0.68).

b. Type in the static IP address and appropriate Subnet mask provided by the network administrator.

c. Type in a Default gateway if access to an outside of the LAN (i.e. connect to other networks or Internet) is required.

d. Type in a Preferred DNS (Domain Name Server) for computer and website lookups.

e. Click "OK."

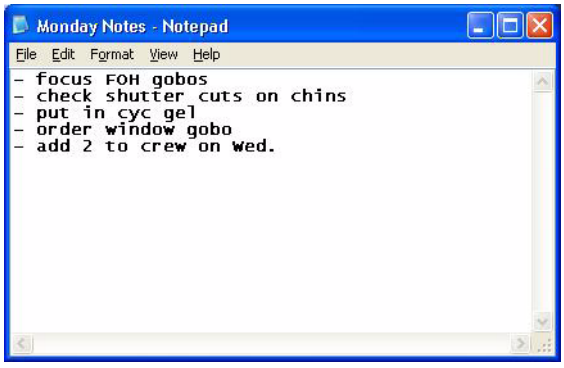
f. Click "OK" in the "Local Area Connection Properties" dialog box.

g. Close the "Network Connections" dialog box.

Note: There is no need to reboot the processor for network changes to take affect.

Notepad Text Editor

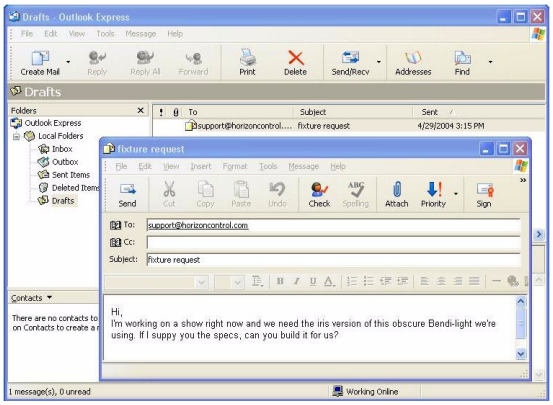
Launch the Notepad text editor from the PALETTE Control Panel to create simple text-based documents.


Monday Notes - Notepad
File Edit Format View Help
- focus FOH gobos
- check shutter cuts on chins
- put in cyc gel
- order window gobo
- add 2 to crew on wed.

Note: You can save your *.txt document anywhere on the D:\ drive except in the \Horizon folder. Feel free to make your own directory structures to suite your organizational style.

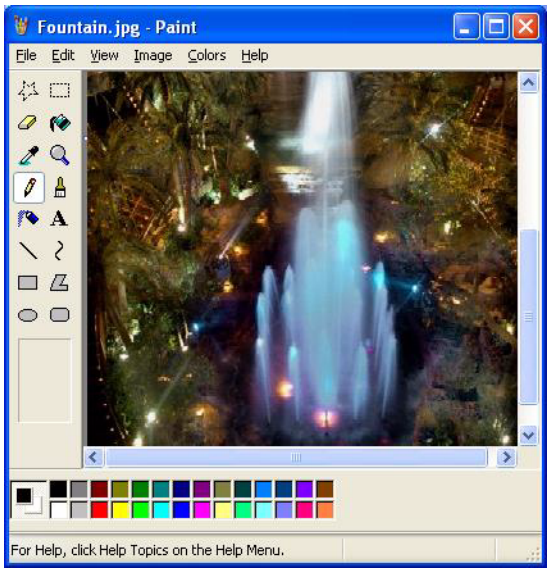
Outlook Express

An e-mail application, Outlook Express, is included. If the console is connected to a Local Area Network that is connected to the Internet, e-mails can be sent and received mail directly from PALETTE. An Internet Service Provider's SMTP and POP3 server names, an account name, and password are required to set up the system. Upon first use, an Outlook Express wizard will open to assist in account set-up.


Drafts - Outlook Express
Drafts
fixture request
Hi,
I'm working on a show right now and we need the iris version of this obscure Bendi-light we're using. If I suppy you the specs, can you build it for us?

MS Paint

The MS Paint program can be launched from the PALETTE Control Panel in order to view Bitmap (BMP), JPEG File Interchange Format (JPG), Graphic Interchange Format (GIF), Tag Image File Format (TIFF), and Portable Network Graphics (PNG) image files. This program is helpful to refer to digital stills of the production or mockups.



Note: Image files can be saved anywhere on the D:\ drive except in the \Horizon folder. A new directory can be created to store image files.

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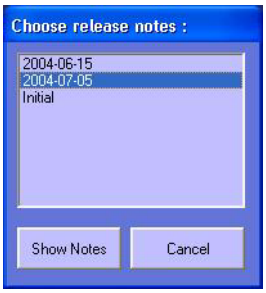
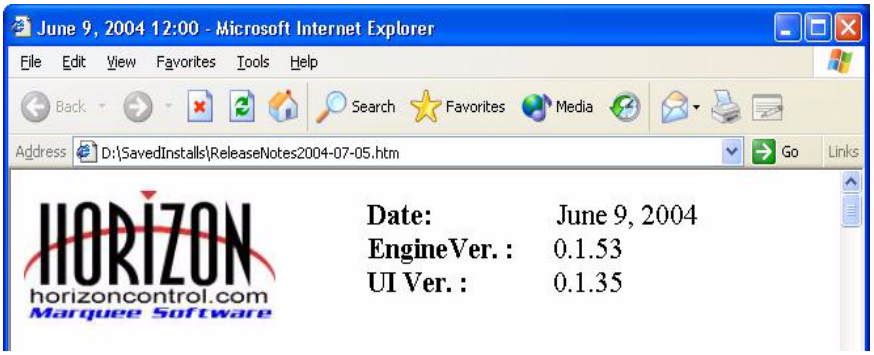
Read Release Notes

Each and every update to the PALETTE software will have accompanying Release Notes that explains what is new or what has changed in latest release. After installation of the software, a dialog box will appear showing the release notes. Release notes can be read at anytime by selecting the "Read Release Notes" button from the PALETTE Control Panel.

If there is only one set of release notes (initial install), clicking the "Read Release Notes" button will open up the notes directly. Otherwise, the user will be presented a choice of which release notes wish to be viewed.



The notes will be sorted by date. Either double-click on the desired note or select it and choose the "Show Notes" button.



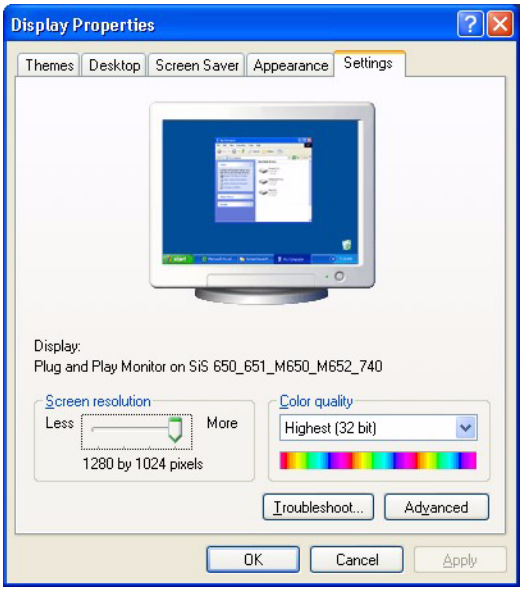
Use the scrollbar to the left to browse the notes. Click on any links in the notes for further information (some links may attempt to connect to the World Wide Web). Close this Explorer window when finished.

Screen Resolution

By default, the screen resolution is set to 1024 x 768. If you find the display difficult to read, you will want to lower the screen resolution. If you have a good monitor that can support higher resolutions, you may with to raise the screen resolution.

To change the screen resolution:

Step 1. From the Control Panel, choose the "Screen Resolution" button.



Step 2. Using the trackpad, adjust the "Screen resolution" slider to the desired position.

Step 3. Click "OK." The screen may blank for a moment or two and may ask you if you want to keep the settings. If you monitor cannot handle the new resolution after a short period of time, the settings will revert to their original state.

Step 4. Inside of the PALETTE software, move the mouse over the line separating the channel Grid from the Cue List until it turns into the symbol shown at the right.

Step 5. Click on the vertical line and hold down the mouse button to adjust the width of the Channel Grid display.

OR:

Right-click once the symbol (shown above) appears, and select a set Channel Grid size from the right-click menu.

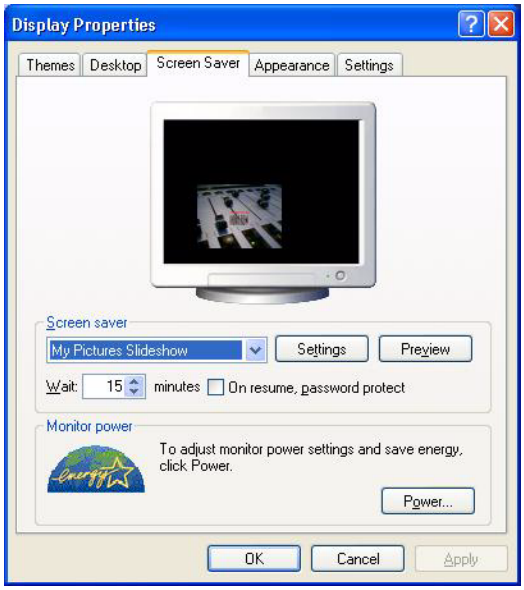
Changing the Screen Saver

By default, the screen saver is set for 15 minutes (of inactivity).

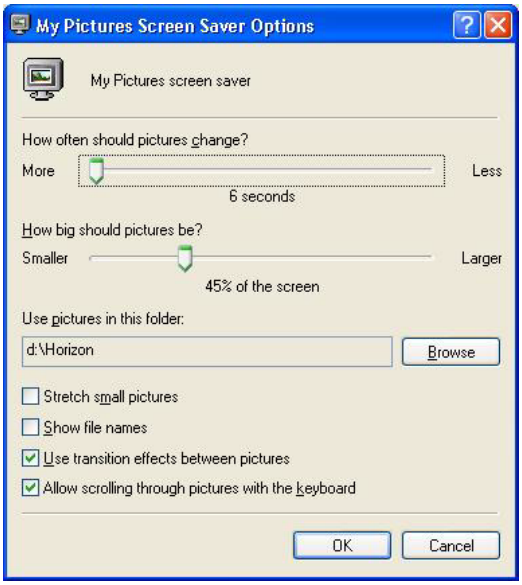
To change the screen saver:

Step 1. From the Control Panel, choose the "Screen Resolution/Screen Saver" button.

Step 2. Select the "Screen Saver" tab.



Step 3. Choose the "Settings" button.



Step 4. Adjust the settings as desired. You may change the "Use pictures in this folder" option to point to your own directory on the D:\ drive. Place any images in that folder you want to see when your screen saver is active.

Step 5. Press "OK."

Step 6. Press "OK" in the "Display Properties" dialog box.

Note: To change the power scheme for the monitor (auto power off), use the "Monitor Power Saver" button (shown right). Do not choose the "Power" button in the "Screen Saver" properties box, as users will not have the proper permission to change the screen saver.

ELO Touchscreens

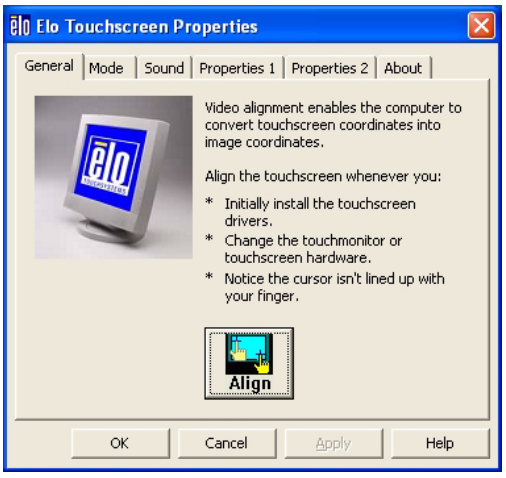
The PALETTE processor supports the use of a touchscreen monitor. Due to mouse driver requirements, only ELO Touchscreens should be used. ELO touchscreens can be purchased from your local Strand Lighting dealer

The AccuTouch 3000 series models are recommended, since they feature resistive technology (i.e. you can point with objects other than your finger such as a pen, etc.) Purchase the USB type, NOT the serial type.

Once you purchase your touchscreens (PALETTE will support up to two), you will need to download and install ELO drivers from www.strandlighting.com. After you have installed the drivers, you will need to calibrate the screens. To do this, choose "ELO Touch Calibration" from the Control Panel "Additional Apps" button.

This dialog box will allow you to change various options for the touchscreens, most importantly, the calibration. To do this, use the mouse to touch the "Align" button. The screen should go white and you will be presented with a red target to touch. Do this with your finger from a typical viewing angle. You will repeat this two more times, then choose "OK" to exit.

Also see On-Screen Keyboard on next page.



On-Screen Keyboard

If you are using touchscreens with your console, you may want to launch the On-Screen Keyboard from the "Additional Apps" button in the Control Panel.

Additional Applications

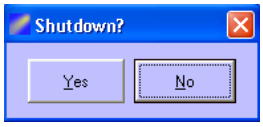
This button is used to view and run additional factory-installed applications (or to set up touchscreens as detailed above).

When you click on the button in the Control Panel, a dialog box will open presenting you with a list of additional applications that have been installed.

Either double-click on the desired application or select it in the list and choose "Run".

Shutdown System

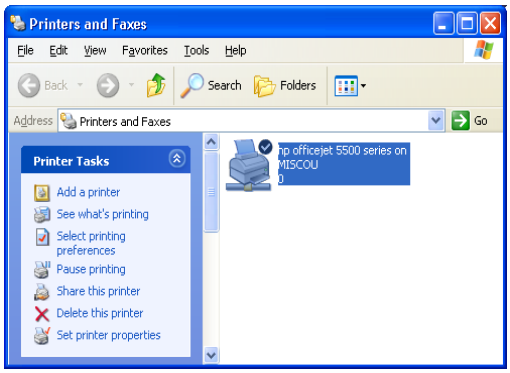
To shutdown the PALETTE console, choose the "Shutdown System" button from the PALETTE Control Panel. An OK/Cancel dialog box will ask you to confirm. If recent changes have not been saved, PALETTE will ask to save (or discard) changes before exiting.



Note: Answering either way (Yes or No) to the "Show Modified" dialog box will shutdown the PALETTE console. DMX512 transmission will cease when the PALETTE console is shutdown.

Printers and Printing

Printing is achieved by connecting the PALETTE processor to a Local Area Network Printer, which saves you from having to move the printer close to the console. It also allows you to use any new printer you have successfully installed on your LAN without having to find printer drivers.



Click on the "Printer" button in the PALETTE Control Panel to access the "Printer Tasks" dialog box.

Using the "Printer Tasks" list on the left, select "Add Printer" if one is not already installed. Simply follow the wizard that allows you to browse any shared networks for printers. You must make sure your system administrator has already established shared a printer on the LAN and given you privileges to connect to and use it.

Once a printer has been added, it will become the default printer (check marked - as shown above). You can add more than one printer; you will just have to choose which one you want to print to if it is not the default printer.

PALETTE also prints to Adobe® Portable Document Format (PDF) files. These files can be saved to the hard drive or removable media (like a USB stick) and printed elsewhere if a shared (network) printer is not available.

Launch Adobe® Acrobat® Reader from the "Additional Applications" button or just browse the hard drive with Explorer and double-click on your PDF files.

Launch / Show PALETTE

This button launches the PALETTE software application so you can begin programming a new show (or load an existing show file). The button will also return users to the PALETTE Operating Software window.

Up Time

The PALETTE Control Panel shows Up Time (running time) of the system and the PALETTE software. If the PALETTE software is restarted, the System Up Time and PALETTE Up Time will be different.

RESTORING THE SOFTWARE

1. Re-Installing PALETTE Software Application

If it is necessary to re-install the PALETTE application onto the processor, follow the steps below.

Note: The processor always looks to removable media first upon startup for software updates. Therefore, it is important not to leave the PALETTE Application CD or USB Key in the processor. This method does not archive the install, but you can always store the CD. Follow the procedure below to re-install.

To re-install PALETTE software:

Step 1. Install PALETTE PC on computer.

Step 2. Contact Strand Lighting Technical Service.

4. Setup

- **ACCESSORY - HARDWARE COMPONENTS**

Note: This chapter provides software operations which are necessary to configure console hardware components.

ACCESSORY - HARDWARE COMPONENTS

1. Overview

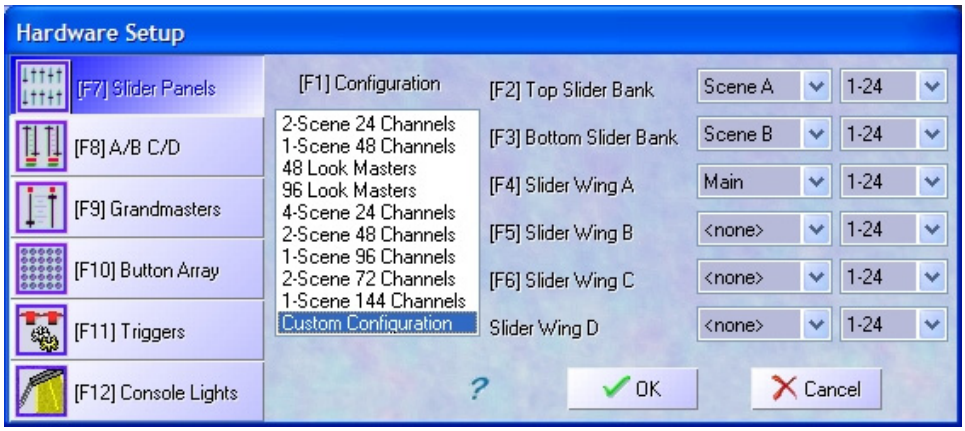
The PALETTE console is highly configurable and can be set up in different ways depending on your requirements.

The Hardware Setup window provides setup options. Components such as slider and button array panels, Grandmasters, triggers, and console lights can be configured by pressing the appropriate tab in the window.

To access the Hardware Setup window, select "Hardware Setup" from the main softkey menu. For more information on setting up components, refer to "Hardware Setup" in the PALETTE Software **Help Menu**.

Press tabs to bring up configuration options for hardware components

2. Channel Faders (Wide Mode)



On the presetPalette the sliders are set as channel Masters (Chan), this gives you direct HTP (Highest Takes Precedence) control over the channels assigned to them (as determined by the combo to the far right). The assigned channel will have an intensity as determined by the position of the slider and will be displayed in the channel grid with the symbol below:

No other control (Look Master or Cue List) of any other priority can affect the intensity level of a channel set by a channel Master.

Preset Scene Mode

Scene Mode allows you to operate the PALETTE as a common 2-Scene console. This is achieved by setting up two slider banks, one as Scene A and the other as Scene B, and assigning the A/B fader pair as the A/B Two Scene Master.

If you set a slider bank to be either Scene A, B, C or D, the intensity level of the specified channels will be multiplied by the level of the appropriate Scene Master (see A/B C/D (X1 - X2) setup below).

Look Master Mode

As mentioned above, the list of available assignments for slider panels includes Chan, Scenes and user assignable Look Pages. Look Pages are collections of user definable (recordable) Look Masters. If you set up your slider panels to playback Looks, initially there will be nothing to playback when you run a slider up. You will first have to record them.

Note: It is optional to setup the A/B C/D faders to utilize the Look Master Mode of the Slider Banks.

If you don't setup up the A/B or C/D faders to control the slider bank Look Masters, they will operate normally (i.e., if the slider is at the top, the Look will go to stage at 100% of the recorded level). Optionally, you can setup the A/B and C/D faders to control the overall intensity of the intensity attributes of the assigned Look Pages.

Note: If you do setup the A/B (or C/D) faders to control Look Pages, understand that each Master will control the entire page's overall intensity level. For that reason it is not desirable to assign the Top Slider Panel to Main 1-24 and the Bottom Slider Panel to Main 25-48, AND THEN assume that the A Slider will control the overall intensity of the Top Panel and B the intensity of the Bottom Panel. This is not the case. The A Slider will control the overall intensity of the Main Look Page (Looks 1 through infinity). If you want to manually crossfade between Look Pages using the A/B, assign one panel to one Look Page and the other to a different page.

3. A/B C/D (X1 - X2)

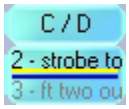
Hardware Setup
[S7] Slider Panels
[S8] A/B C/D
[S9] Grandmasters
[S10] Button Array
[S11] Triggers
[S12] Console
[S1] A/B Slider
Disabled
Preset A/B Two Scene Master
Cue List A/B PB Master + Crossfader
Cue List A/B Split Crossfader
Top & Bottom Slider Bank Lookmasters [positive]
Top & Bottom Slider Bank Lookmasters [inverted]
[S2] C/D Slider
Cue List C/D PB Master + Crossfader
Cue List C/D Split Crossfader
Top & Bottom Slider Bank Lookmasters [positive]
Top & Bottom Slider Bank Lookmasters [inverted]
Slider Wing A & B Lookmasters [positive]
Slider Wing A & B Lookmasters [inverted]
OK
Cancel

The A/B and C/D faders have multiple purposes. On a new show file, the A/B faders are configured as Preset A/B

Two Scene Masters and the C is configured as the Intensity Master for the Cue List assigned to that Playback, while D is configured as a manual crossfader for that cue list. All the modes are described below.

Note: Regardless of configuration of the A/B and C/D faders, the [SELECT], [HALT/BACK] and [GO] buttons will function as normal on the appropriate cue list.

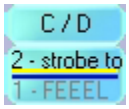
- **Disabled** - If you chose this option, the sliders will do nothing. If you are just doing a "GO SHOW," this is the safest mode of operation as inadvertent moves on these faders will have no affect.
- **Preset Two Scene Master** - In either case (A/B or C/D), the faders will act as the overall intensity masters for the A and B Scenes. The B and D faders are inverted, such that if you pull both handles together ,you will execute a dipless crossfade between the scenes (i.e., Fader A is full when pushed up, Fader B is full when pushed down).
- **PB Master + Crossfader** - In this mode, the left-hand fader is the overall intensity master of the cue list assigned to this playback and the right-hand fader is, at will, a manual cross fader. The [GO] and [Halt/Back] buttons function as normal, but at any time you can grab the fade and manually complete it using this handle. If you [Halt] the cue, you can either press [GO] to complete it, or use the handle to manually complete the transition to the next cue. If you are sitting in a cue, moving the handle will initiate the transition to the next cue as seen in the Playback Bubbles (shown at right).



  All levels going up and down will be affected. All times will be re-scaled to the distance the handle has to travel, with the greatest time in the cue being measured using that distance and all others scaled to that. Wait times will be scaled too.

  At any point before reaching the end of travel, you can move the handle backward to reverse the transition. Once you reach the end of travel, the next cue in the cue list will be pending. You do not have to physically reload a cue or move the fader back to it's starting position. The next cue transition will begin by moving the fade off the end of travel you just reached or by simply pressing [GO].

  If you hold down [SHIFT] while manually moving a crossfader, you can move backwards through a cue list. (i.e., the cue that has just been completed will be the pending cue, rather than the next cue in the cue list). You can see which cue you are going to pull into by looking at the Playback Bubbles. In this case, the pending cue is Cue 1 - the cue just before Cue 2 (shown at right).



- **PB Master + Disabled** - In this mode, the left-hand fader is the overall intensity master of the cue list assigned to this playback and the right-hand fader is disabled. You may want to use this mode if you are sure that you will never want to manually execute fades and don't want to inadvertently start a transition by touching a fader.
- **Cue List Split Crossfader** - The Split Crossfader mode sets up the left-hand fader to, at will, manually control the levels moving up in the next cue while the right-hand fader manually controls the levels going down in the next cue. Moving these faders in tandem executes a standard crossfade. Both handles need to reach their end-travel destination before the cue completes. Once the cue completes, the pending cue changes and the handles are ready to execute the next manual fade. You do not need to exercise the full travel of the handles to re-load the next cue.
- **Slider Wing A & B Lookmasters [positive]** - Similar setup to Top & Bottom Slider Panel Lookmasters [positive] but using the first two wing panels.
- **Slider Wing A & B Lookmasters [negative]** - Similar setup to Top & Bottom Slider Panel Lookmasters [negative] but using the first two wing panels.

Notes on Playback Handles:

- If you press [HALT] while a cue is in progress, you can manually complete the cue by pulling the handle.
- You can reverse the direction of the current fade at any time before the handle reaches its end-point destination.
- If you start a cue by pressing [GO], then while the cue is in progress, you move the handle, that is equivalent to pressing [HALT] then manually completing the cue by pulling the handle.
- If you move the handle to Halt a cue, but then decide you want the cue to complete in cue-time, you can simply press [GO]. You will have to park the handle at one end or another to make it active again.
- If you Halt a cue for any reason and choose to complete it using the handle, all times will be re-scaled to the distance the handle has to travel, with the greatest time in the cue being measured from top to bottom and all others scaled to that. Wait times will be scaled too.

- It does not matter if the handle is at the top or bottom when you start to use it. As long as it is at one end, it will function as a manual crossfader, moving you forward through the cue list.
- If you want to manually crossfade backwards through the cue list, hold down [SHIFT] while pulling the handle. You will notice that the pending cue in gray at the bottom of the bubble will have a lower number than the current cue in black text up top.

4. Dead Black Out (DBO)

The Dead Black out has multiple functions. Whenever it is enabled, it is like pulling the Grandmaster slider down to 0% in zero time. There are macros that allow you to control this feature programmatically.

- **Disabled** - Select this option if you don't want to accidentally plunge your stage into darkness by pressing the DBO button.
- **Momentary** - If you select this option, pressing the button will black out the stage only while you have your finger on the button. Use this if you want to 'bump' the stage out for effect. If you want to keep it in darkness, press and hold the [DBO] button while lowering the slider to 0%.
- **Toggle** - If the DBO is set as a toggle, pressing it once will black the stage out and pressing it again will restore it to the level set by the Grandmaster slider. While the DBO is on or the slider is at 0%, the red LED will flash rapidly.

Note: The red LED on the [DBO] button will flash slowly if the level of the handle is between 1% and 99%. It will be off if the handle is at full. It will flash rapidly if the handle is at the bottom or the DBO is active.

5. Console Setup

QWERTY Keyboard Cue List Control

By default, the QWERTY keyboard on the PALETTE processor will control the displayed Cue List. For example, the [Spacebar] executes a Go; the [Z] key executes a Pause or Halt; and the Slash [\] will Release the Cue List. (For the full QWERTY mappings, refer to "Processor Keyboard Shortcuts" on page 27).

If you uncheck this option, any method of controlling the cue list from the keyboard will be disabled (including pressing [EDIT] in the first column of the Cue List). To run cues, you either need to press the dedicated buttons on the console or use the Cue List Toolbar buttons with the mouse.

Last Action Editing

This option affects the way the [REL] key or [ESC] key releases channels. By default, it is not checked in new show files.

When it is checked, the multi-stage release and undo of released channels ([SHIFT]+[REL]) is disabled. Instead, pressing [REL] simply deselects the selected channels keeping them "captured." Then, if a Cue List is advanced and has fade information for that attribute, it will become released and fade under control of the cue list. If you keep a channel Selected, running cue lists will not steal away attribute levels.

If you want to truly Release the channels (rather than keeping them captured), press [SHIFT]+[REL].

6. Macro Buttons

The Macro hardware buttons on the desk are also represented virtually in the PALETTE software. You can display the virtual Macro buttons by selecting "**Macro Buttons**" in the **Display** menu.

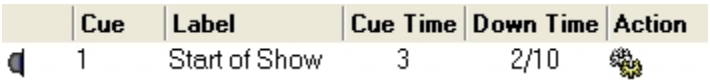
To configure a virtual Macro button, right-click on the button to open the Macro Editor. To execute a Macro, left-click on it.

Macro Editor and Commands

Macros can contain Commands or Scripts, however, they are not keystroke recorders. Macros Commands are very powerful, user-definable routines that PALETTE runs when assigned to cues, time events, macro buttons, variables or triggers.

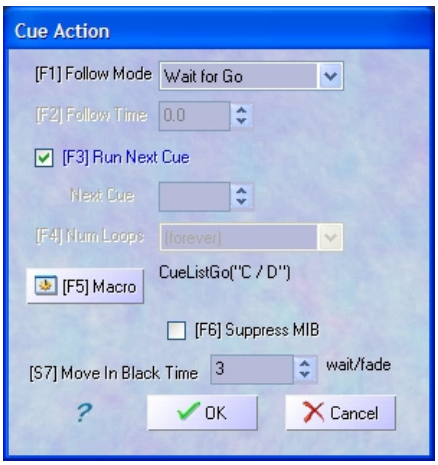
Note: If you need more advanced show-control automation and logical branching, refer to "Macro Editor and Scripts" in the PALETTE Software **Help Menu**.

When a Command is assigned to the Cue Action of a cue, the macro icon will appear in the Action column.

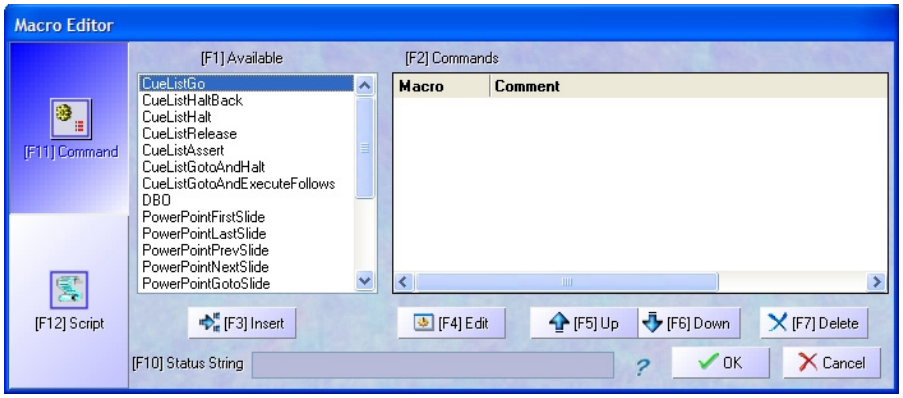


	Cue	Label	Cue Time	Down Time	Action
	1	Start of Show	3	2/10	

You can add a Command to a cue by moving the Blue Box to the Action column and pressing [Insert]. A Cue Action dialog box will open:

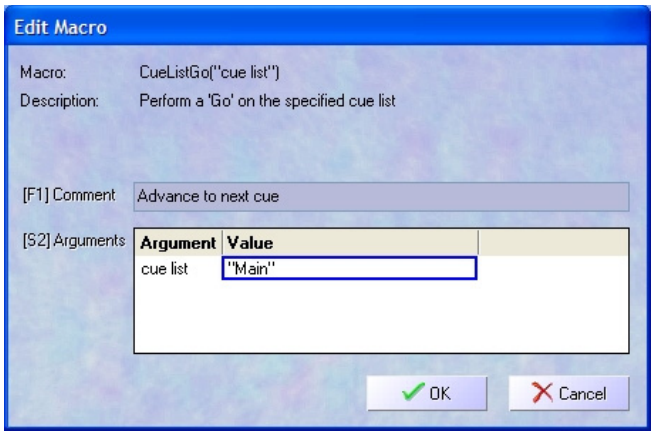


Click on Macro or press [F5] to add a Macro Command. The Macro Editor will appear.

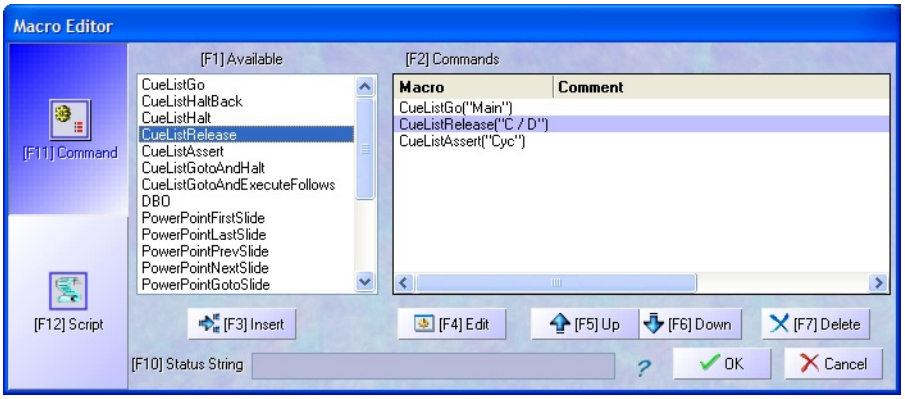


The main [F11] tab on the left should be set to Command, showing the commands available in the list under [F1]. Press the softkey until the desired command is highlighted, then press [F3] to insert it into the list on the right. The Edit Macro dialog box will open.

Note: You can double click on any available macro to add it to the list. [SHIFT] [F1] will move backwards through the list of macros.



Any arguments (parameters) of the command will be listed. Double click on the Value column to set an appropriate value, then click OK.



You can Insert as many individual commands as you like for each macro and order them by selecting their line and use [F5] and [F6] to move them Up and Down in the list.

Notes

5. Operation

- SELECTING CHANNELS and SETTING LEVELS
- RECORDING A CUE OR LOOK

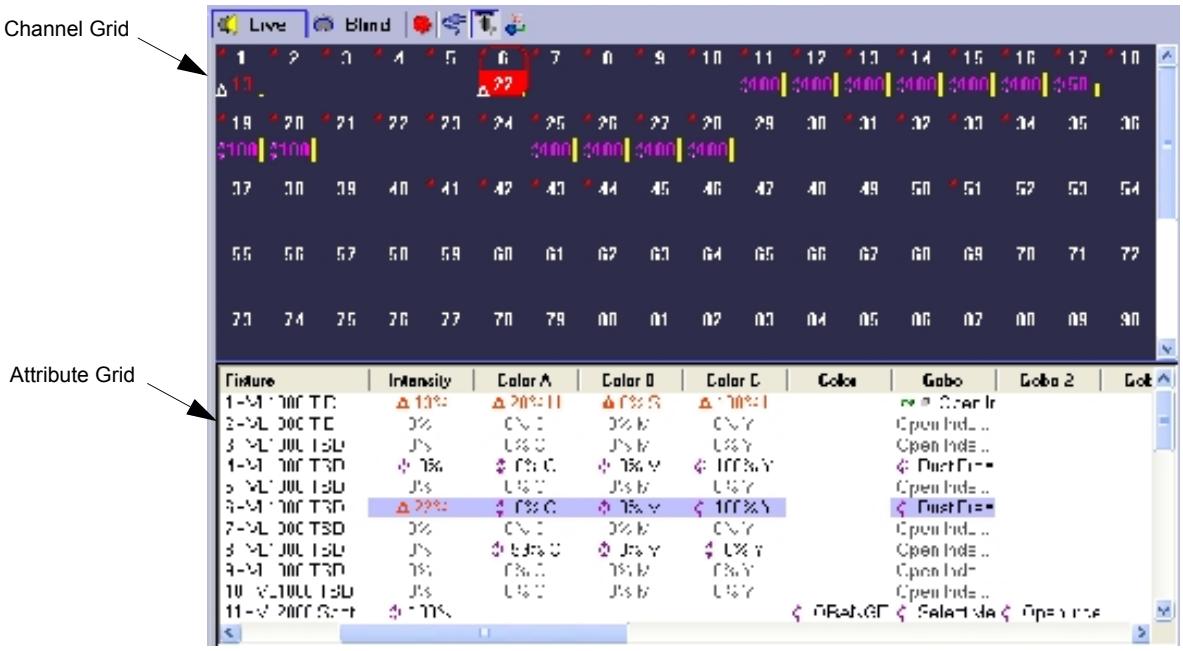
Note: This chapter provides software operations which will get the system up and running. For complete software operation instructions, refer to the PALETTE Software User Manual.

SELECTING CHANNELS and SETTING LEVELS

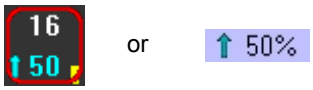
1. Channel Grid Overview

Channel information is displayed on the Channel Grid (shown below) with the channel number on the top row of numbers and the level on the bottom row. Selecting a channel is the first step towards setting or modifying levels.

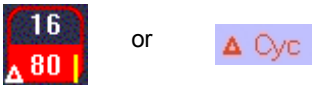
Channels may be selected with the mouse or with keystrokes.



Selected channels are identified in the channel grid by a red highlight around the channel number and level, or in the attribute grid as text with a blue background:



The level may still be controlled by other means (i.e, Cue Lists or Look Masters). Until you specify that you want to change the level, you do not have control over it with the wheel or keypad. Once a level is altered, the red outline will fill in and a white triangle (delta symbol - meaning changed) will appear. Attributes will be indicated by a red triangle and text:



Note: Refer to "Selecting and Setting channels" in the PALETTE Software **Help Menu** for more instructions.

2. Using the Keypad to Select Channels

To Select Channels Using Keypad:

Step 1. At keypad, enter number of channel(s) you wish to select. (Typing will be reflected in the Command Line.)

Step 2. Use + (And), / (Through) and - (Minus) keys to select groups of channels.

Step 3. Press [@] or [*] on the QWERTY keyboard to set a level in percent.

Step 4. Enter percentage value. If you enter a single number, it will be multiplied by 10 (example: pressing [5] [ENTER] results in 50%).

Step 5. Press [ENTER] to complete the action.

Notes:

- Alternately, you can select channels and roll the wheel to increase or decrease their level from the current position.
- Holding down [SHIFT] while rolling the wheel, changes the values in Decimal rather than Percent.
- To set a level of 5%, enter [05] [ENTER].
- Use the [@] [LOOK] syntax to open the Apply Levels dialog box to reference pre-recorded Looks as palette references.

Note: For more detailed instructions, refer to "Command Line Syntax" in the PALETTE Software **Help Menu**.

Note: Make sure the Num Lock key is on before using the numeric keypad.

3. Using the Mouse to Select Channels

Note: For more detailed instructions, refer to "Using the Mouse to Select Channels and Levels" in the PALETTE Software **Help Menu**.

To Select channels Using Mouse:

Step 1. Position mouse pointer on channel number and left-click. Red outline will appear.

Step 2. Select multiple channels with mouse by left-clicking on first channel, holding left button down, and dragging mouse to last channel in group.

Step 3. Use mouse wheel to change level of selected channels.

RECORDING A CUE OR LOOK

1. Recording a Cue

Fast Description

Step 4. Select channels and set levels.

Step 5. Press [REC] [ENTER] or [REC] [SELECT] on the Playback you want to use.

Step 6. A cue with the next available number will be appended to the cue list.

Notes:

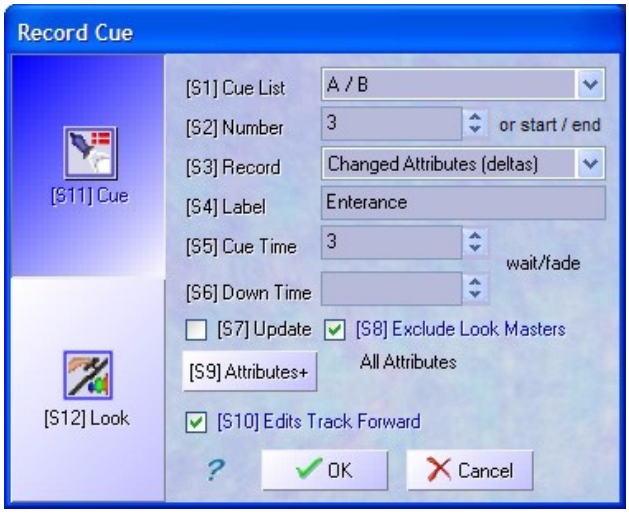
- If you want to keep the Record Cue dialog box open to add a label or change the record options, hold down [SHIFT] before pressing [SELECT].
- If the Blue Box is resting on the last cue of the cue list, the Record dialog box will be automatically stuffed with a sensible new cue number.)

Detailed Description

Step 1. Set the levels you want to record in a cue. The levels can be set by any method (using the mouse, the keypad, Looks, Groups, etc.).

Step 2. Press [REC] or click the Record button on the "Tool Bar."

Step 3. The Record dialog box will open:



Step 4. Enter a cue Number. (The number in the [S2] box should be the next available cue at the end of your cue list or it will be cue number highlighted by the Blue Box.) The Cue Number box is active by default, so you can just enter a number and press [ENTER].

The following properties are optional:

[S1] - If needed, select the "Cue List" to record to. The default is the cue list you currently have selected.

[S3] - Change the "Record" option if needed. The default option is to record your Changed Attributes or those marked by the delta symbol:

To find out what the other options mean and when to use them, refer to the PALETTE Software **Help Menu**.

[S4] - Enter a Cue Label. This label will appear in the Cue List next to the cue (optional).

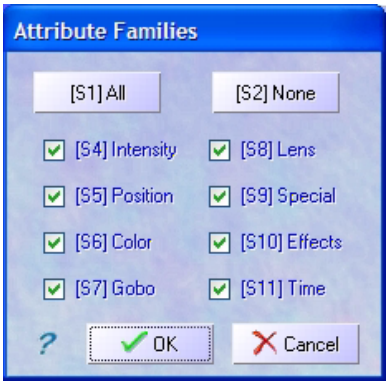
[S5] - Change the Default Cue Time. This box will automatically be stuffed with the value from the Default Cue List Options.

[S6] - If you don't enter a Down Time, the Down Time will be the Cue time. If you do enter a Down Time, the Cue Time is equivalent to the Up Time. If you need the cue to wait a specified amount of time before it starts to fade (either Up or Down), use the Wait/Fade syntax in the time field.

[S7] - If you are recording to an existing cue and want to update in the changes, select "Update." Updating means that the new data will be overlaid on the existing cue, not destroying data that is currently there. If you are recording to an existing cue and don't select "Update," you will see the dialog box shown below after you press [ENTER].

[S8] - Check "Exclude Look Masters" if you don't want to pull in levels from recorded Looks that are active on stage.

[S9] - Opens the "Attribute" dialog box to filter what will be recorded in this cue:



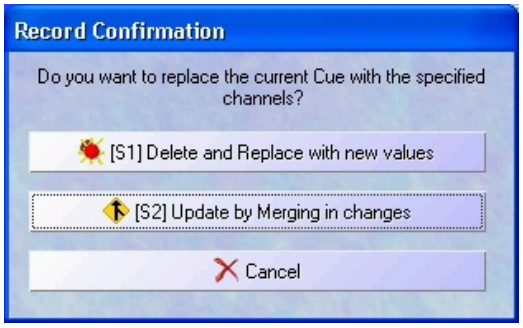
Notes:

- If you double tap [S5] (or any other softkey), it will 'solo' Position. That is, all other check marks will clear and Position will remain checked. These softkeys are also mapped to the "Moving Light" buttons to the left of the encoders.
- While in the main Record dialog box, if you press [SHIFT], the "Attribute" button and softkeys will looks as follows:

Again, these softkeys are also mapped to the "Moving Light" buttons to the left of the encoders. Pressing any of these changes the attribute masking without the need to open the "Attribute" dialog box. You can also double tap any attribute family to solo it.

[S10] - De-select "Edits Track Forward" if you are updating a cue which is not the last cue in the cue list and you don't want the changes you've just made to go past this cue. This option is ON by default. You can change the default in [S2] "Show Options." This option is disabled if you are appending to the cue list.

Step 5. Press [ENTER] to close the dialog box. If you are attempting to record over an existing cue and you have not selected "Update" as described in [S7] above, you will be presented with the following dialog box.

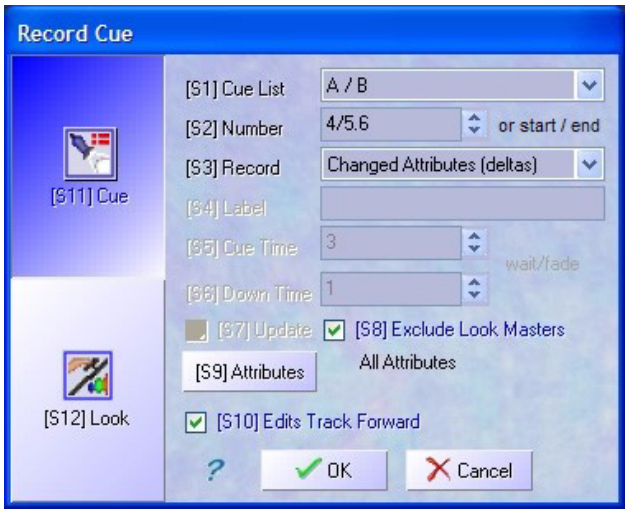

Record Confirmation
Do you want to replace the current Cue with the specified channels?
[S1] Delete and Replace with new values
[S2] Update by Merging in changes
Cancel

- Update (see above) is the default. Pressing [ENTER] or [S2] will close this dialog box and update the existing cue, not losing old cue data.
- Pressing [S1] "Delete and Replace" will delete the existing cue and record the new cue data to this cue number using the channels specified in [S3] optional above.
- Pressing "Cancel" will close this dialog box and return to the "Record" dialog box.

Step 6. The recorded cue appears on the cue list.

Note on Recording Ranges of Cues:

If you want to record values through a range of cues, enter the range using the X/Y syntax in the **[**S2**]** box:



As soon as you type the "/" symbol for Thru, the Label, Cue Timing and Update control become inactive. When recording through a range of cues, new cues will never be created as this type of recording is necessarily an update operation. When you press "OK," you will be presented with this dialog box:

Record Confirmation
Do you want to merge the new values by blocking them into each cue or use tracking and not block channels?
[S1] Block new values into cue range
[S2] Track new values through cue range
Cancel

If you select "Block new values into cue range," each cue in the range will get the new values as determined by the Record Options you selected with [S3] in the "Record" dialog box. This may result in Redundant Data which may or may not be desirable (normally only desirable in multiple cue list environments where you want to be sure each cue will be in total control of those lights, regardless of what other cue lists are doing). By default, [S2] "Track new values through cue range" is selected (so pressing [ENTER] will close this dialog box using this option). If you select this option, the values will be recorded in the first cue in the range and they will track until the end of the range. You can still un-check [S10] "Edit Track Forward" in the "Record" dialog box to not track beyond the end of the range, even when using the [S2] "Confirmation" option.

Tips:

- You can use the [WHEEL] to change many of the controls in this dialog box. Holding down [SHIFT] while using the Wheel changes numeric values by 0.1.
- You can quickly record a cue to a cue list that is not currently selected by pressing [REC] [SELECT].

2. Recording a Look (Submaster)

Look Masters (Submasters) can be set up and recorded in either the Live (Active) or Blind.

From Live Display:

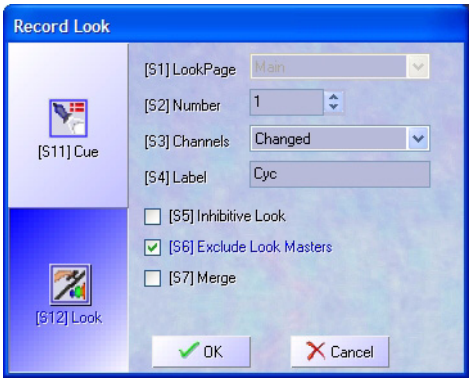
Step 1. Select [LIVE] button from channel Grid Tool Bar.

Step 2. Select channels to be assigned to Look Master.

Step 3. Set levels for channels.

Step 4. Click Record button on the Tool Bar or press [REC], or, press Bump button at desired submaster.

Step 5. Press [LOOK] or [F12] to change to record a Look.



Step 6. Enter number of the Look Master you wish to record.

Step 7. Enter a Look Master label in the text box (optional).

Step 8. From drop down list box, select which channels will be recorded in this Look Master.

a. Changed - only channels that have been changed.

b. Selected - only channels currently selected.

c. Captured - only channels that have been selected and changed.

d. Captured and Selected - only channels that have a red text for their level value (this is the default when you press [REC] [GROUP].

e. All Levels - the entire channel grid.

Step 9. Check "Inhibitive" if you want this Look Master to be inhibitive. See "Look Master Types" in the PALETTE Software **Help Menu** for details.

Step 10. Use "Exclude Look Masters" check box to select if you do not want to record levels set by other Look Masters. This option is ON by default.

Step 11. Click "OK" (or press [Enter] on the keypad) to record the Look Master.

APPENDIX A.

Specifications

1. Component Specifications

Technical Specifications:

- Supply Voltage Universal power supply 90-240V
- Approvals ETL listed and CE marked
- Mechanical Data
- Construction Galvanised sheet steel and aluminum extrusion Flame retardant ABS controls
- Operating Temperature 0° to 40°C ambient (32° to 104°F)Humidity 5% - 95% non-condensing
- Storage Temperature -40° to 70°C (-40° to 158°F)

Weight:

- 91801 32/64 presetPalette Console 38 lbs (17.2 kg)
- 91802 48/96 presetPalette Console 46 lbs (21 kg)
- 91803 150 classicPalette Console 26.8 lbs (12.2kg)
- 91804 250 classicPalette Console 26.8 lbs (12.2kg)
- 91805 500 classicPalette Console 26.8 lbs (12.2kg)
- 91806 250 subPalette Console 46 lbs (21 kg
- 91807 500 subPalette Console 46 lbs (21 kg

Dimensions (LxWxH):

- 91801 32/64 presetPalette Console 39 x 17.8 x 4.5" (991 x 452 x 115mm)
- 91802 48/96 presetPalette Console 52.7 x 17.8 x 4.5" (1339 x 452 x 115mm)
- 91803 150 classicPalette Console 25.2 x 17.8 x 4.5" (640 x 452 x 115mm)
- 91804 250 classicPalette Console 25.2 x 17.8 x 4.5" (640 x 452 x 115mm)
- 91805 500 classicPalette Console 25.2 x 17.8 x 4.5" (640 x 452 x 115mm)
- 91806 250 subPalette Console 52.7 x 17.8 x 4.5" (1339 x 452 x 115mm)
- 91807 500 subPalette Console 52.7 x 17.8 x 4.5" (1339 x 452 x 115mm)

Connectivity:

- 1 Ethernet (RJ45) port, Strand ShowNet compatible
- 2 USB ports (rear)1 USB port (front)
- 1 VGA monitor output (monitor not included)
- 1 PS2 Mouse port
- 1 PS2 Keyboard port
- 1 Serial port
- 2 DMX (XLR5) port

Notes

APPENDIX B.

PALETTE Software Tips

1. Helpful Tips and Shortcuts

Below are some helpful tips and shorts to operate and program your PALETTE Lighting Control Console. Take a few moments to review these for future use. The tips are also available through the PALETTE software.

- Use the HELP button to get help on any specific button or in any dialog box. To get help on buttons, press HELP then the desired button.
- If your hardware is such that the A/B faders crossfade you between cues (see S3 - HARDWARE SETUP), holding down SHIFT while moving the faders moves you backwards through the cue list.
- If you press and hold the softkeys accelerator for a pull-down list in a dialog box, a large popup will appear, allowing you to use the wheel to select a value.
- You can add profiles to any timed fade (intensity, position, color, etc.). As you use the Blue Box to enter times, the softkeys change giving you access to profiles such as slow start, damped and zigzag.
- Last Action Editing (or the British Release Option) is available in Hardware Setup. This option does not release attributes to their default level, but rather leaves them static and ready to be re-asserted by advancing cues.
- The Abstract Control Model allows you to move your moving lights in straight lines rather than arcs.
- Palette can read the SMPTE time off your MP3 files and you can synchronize cue lists to music.
- In the Hardware Setup under the Console tab, there is a check box that allows you to mute QWERTY keyboard events for controlling Cue List.
- Attribute masking can used when Moving, Copying, Recording, Loading or Updating cues and looks. Rather than opening the [S9] Attribute dialog box, hold down SHIFT and use the softkeys. Double pressing any attribute family will solo it.
- PALETTE's Auto Move In Black will automatically set up your moving lights ready for the next cue their used in. MIB features can be customized on a pre-cue basis using the cue Action dialog box.
- PALETTE's ability to 'busk' moving lights is very powerful. You can change the attribute behavior of your moving lights by VIEWing the properties of a Look Master.
- The Show Options has a field where you can set the level for the FULL button. Double pressing the FULL button will always give you 100%.
- Every dialog box has a small blue question mark in it. Press this button to get context sensitive help.
- Palette supports 100 Priority levels for Looks and Cue Lists. The highest priority is #1 and the default priority is #10.
- Press Edit in the Action column of any cue to add a Macro to a cue. Macros can trigger other cues or even control your Media Player.
- To enter times in the HH:MM:SS format, use two dots (i.e., " .. ") to make the colon. This format extends from days (DD) to fractions of a second or frames (FF) in SMPTE time (i.e., DD:HH:MM:SS.FF). Note that frames or the 100th of a second appear after a single decimal point.
- Moving Head channels can normally hit the same place on stage using two different sets of pan and tilt. Use the FLIP TOOL to try cues out using either.
- [S10] is the Select softkey. Pressing it gives you twelve methods of selecting channels in your rig, including Evens, Odds, Previous, Levels Going Up, channels Using Palettes etc. You can even store your own selection set similar to Memory Store and Memory Recall on a calculator.

- Using the command line, you can alter intensity levels relative to their current position using the [1] [THRU] [10] [@] [+] [15] [ENTER] syntax. The command line will read “Up” when you press [+]. Similarly you can press [-] for “Down”. If you’re controlling moving light attributes, the [+] puts the word “Relative” in the command line.
- Opening the Hardware Setup allows you to assign Macros to the back panel triggers. Just short out Pins 1 & 2 or 1 & 3 to fire off the macros.
- The Abstract Control Model gives you six different color spaces to select and fade your color mixing channels.
- The Fan tool allows you to evenly spread out attribute values using one of the following functions: Center, Right, Left, Ends, Random, Random Positive, Sine and Tangent. You can also repeat the fan throughout your selection set.
- If you have the options Button Array Wing Panel, you can make the buttons first select the channels, then apply their recorded levels with a second press.
- When controlling moving lights, double hit the softkey for an attribute to display a large pop-up with fixed attribute values. The softkeys 1 through 12 map to these values for very quick access.
- The command line supports relative movement of moving light attributes. For example, you can type [1] [THRU] [10] [PAN] [+] [90] [ENTER].
- If you want one group of channels to move at a different rate than others in the same cue, you can either move those channels to a different part or use the Independent Timing where each and every attribute of every channel can have its own wait and fade time. This is handy if you want splayed offsets and are not concerned about managing parts in the cue list. To access Independent Timing, press [SHIFT] [EDIT].
- The four buttons below the encoders on the Palette ILC open large popup selection lists for the attribute values currently assigned to those encoders. Spinning the encoder will highlight different values and pressing the button again will put those values live to stage.
- If you enter a range of cues in the Record Cue dialog box, you have the option to record values in all cues in the range, or to just record in the first cue and track through the rest.
- Time Events can trigger on specific days of the week or month and have hourly or daily repeat frequencies.
- Cues can steal away from active Looks Masters if both are at the same priority, but by default, Looks are recorded with Priority 9 whereas Cues are Priority 10.
- Use SHIFT with the arrow keys to select multiple cells with the blue box in the Cue List. This is handy for changing many cues' times all at once. This is also how you select multiple cues to delete, move or copy (before touching the DEL, MOVE or COPY keys). Loops are easily created by highlighting multiple Action cells and pressing EDIT to add follows and links.
- The A/B and C/D faders can be configured with S3 - HARDWARE SETUP to either manually fade the Up and Down times, crossfade the cues, work as cue list masters or be manual two-scene masters.
- You can write a BLOCK cue by selecting the ALL Levels (Block Cue) Record option in the record dialog box, or just by right clicking on a cue and selecting Block Cue. A horizontal line above the cue will show you that no channels will track into this cue.
- You can rearrange the column in the Cue List by clicking and dragging the column headers.
- Use the Tools button to open Virtual 5X5 Button Arrays for Groups and Positions, Color and Gobo palette access.
- The command line supports range entry of when setting levels. For example you can type [1] [THRU] [10] [@] [10] [-] [1] [ENTER]. The [-] appears on the command line as the word “TO”.
- When you record groups, the selection order is preserved for fanning and independent timing purposes.
- Configure the way the DBO (Dead Black Out) button works in S3 - HARDWARE SETUP. It can be a momentary button, a toggled or disabled.
- PALETTE's Track Sheet can show you every parameter of the moving lights in your rig. You can expand and collapse this detail level on a per channel basis. Find the Track Sheets under the Display menu.

- The release button has multiple functions. It will close any open dialog box or it will release selected channels if no dialog box is open. Press SHIFT + REL to bring back what you just cleared.
- DON'T USE THE TRACKPAD - you don't have to. Almost every function can be achieved using dedicated keys, the Softkeys (S1 - S12), the NEXT/PREV button, the wheel or the arrow buttons.
- If you put the forward slash character {/} at the beginning of a cue label, the text will appear italicized. If you use an exclamation point {!} it will be bold.
- You can drag columns around in the Cue List to suite your needs. Double clicking on column separators will automatically size the column for you.
- You can move any selected channels in a cue to a separate part by pressing the PART softkey and then update the cue. Move the Blue Box in the cue list to change cue part timing. Palette supports 26 different parts plus independent timing.
- The Grand Master can either include or exclude captured channels. Choose your option in S3 – HARDWARE SETUP.
- The NEXT/PREV button moves you through dialog boxes. Use it with SHIFT to move backwards through a dialog box.
- Read up on SOS Remote Support in the main help files and see if it's right for you.
- You can delete cue parts by highlighting any cell part's line with the blue box and press the DEL key. The channels in that part can either be moved to the main cue or removed from the cue altogether.
- While you are in a dialog box, the SOFTKEYS will take you to the individual controls. The control that currently has the focus of the WHEEL, ARROWS or NUMBER KEYS will flash the amber LED on that SOFTKEY.
- Releasing channels works in three stages: First time you press REL, it release the last attribute you touched. The second Release releases any currently selected (red background) channels. The third press clears all captured channels. Use it with SHIFT to make it an Oops key (also a three-stage process).
- The first time you press the TOOL key, you must hold it down and use the SOFTKEYS to select the desired tool. Next time, you can just touch the tools key quickly to toggle the tool on and off.
- Did you know that any cue with zero time (a 'button') will appear bold in the Next Cue column in the cue list directory.
- To quickly copy a Look Master, touch COPY then the Look's BUMP button, then touch the desired new BUMP button.
- While in BLIND, moving the Blue Box loads cues. Don't forget to check the Pink Loaded Status Bubble to see what is Loaded.
- To alter the selected channels by 1% instead of 10%, press and hold SHIFT while using the UP and DOWN buttons.
- Time Events can trigger based on astronomical events such as sunrise and sunset. Palette has longitude and latitude values for nearly two thousand cities around the world.
- Palette uses Horizon Control's Abstract Control Model. This very powerful technology allows you to do things like control color mixing lights in six different color spaces.
- Flash channel (a TOOL) works whether or not you have channels selected before you initialize the tool. If you type channel # TOOLS|FLASH, that channel will start flashing. You can then type another channel number and press enter to jump to it. Use the wheel to scroll through channel quickly. Once you close the tool, the last channel will be selected and ready for you to set its level.
- To make the channels wait a specific amount of time after the GO button has been pressed enter a WAIT time. Do this by editing the Cue Time box using the WAIT / FADE syntax.
- You can remove any redundant data in your cue list by right clicking in the cue list and select Unblock Entire Cue List. Alternately, you can do it on a single cue or range of cues by selecting them with the Blue Box first before right clicking and selecting Unblock Cues.

- When editing wait/fade times using the blue box, use [FULL] to highlight the Wait time (start of line) and [OUT] to edit the Fade time (end of line).
- To enter time in HH:MM:SS format, press the decimal key twice to make the colon. This is used for VERY long fade times or when entering SMPTE times.
- Holding down SHIFT while rolling the WHEEL on any numeric field will change the value by 0.1.
- If you build a look that you like on one moving light, you can use the COPY button to copy its attributes to any other light, regardless of make and model. This is on of the very powerful features of the Abstract Control Model.
- If another cue lists steals away channels from your cue list, press SHIFT + GO to 'Assert' your cue list. The current cue will not advance..
- If you hold down [SHIFT] while you press [HALT/BACK] the cue list will go back to the previous cue in cue time, rather than the Halt/Back time.
- Busking Looks is a very powerful feature of PALETTE. Look Master can be configured to give true Last Action control to moving light attributes.
- If you want to remove information in a cue, LOAD the cue, select the channels, release them, then press the UPDT key to update the cue.
- To quickly record a Look Master, set the desired levels then press REC then a BUMP button. You can later edit the name of the Look by pressing VIEW then BUMP to get the Look's properties.
- If you are editing a numeric column (like time), after pressing EDIT you can use the WHEEL to change the values. If multiple cells are selected, the values will change relative to each other.
- Use Load to load cues or looks. You can load multiple items on top of each other to combine ideas.
- To quickly move a Look Master, touch SHIFT+MOVE then the Look's BUMP button, then touch the desired location's BUMP button.
- To quickly copy a Look Master, touch COPY then the Look's BUMP button, then touch the desired new BUMP button.
- Press S4 - CONTROL PANEL to change the way your track pad works. You can turn on or off features such as the tap-clicks.
- To release all the Playbacks, press SHIFT+REL PB.
- Use the File Open File Types combo to open Checkpoint files if you've made a mistake. Scroll up the Uber Status to see when the last Checkpoint file was recorded.
- To go to the top of a Cue List, press and hold SHIFT while pressing the STEP UP button. To get to the last cue in a Cue List, press SHIFT+STEP DOWN.
- To scroll the channel grid, hold down the SHIFT key while rolling the wheel. This only works when there are no channels currently selected. To deselect all channels without affecting their set level, press the BACKSPACE key until the command line is clear.
- To go to a cue without using the GOTO CUE dialog box, use the ARROW KEYS to move the blue box to the first column in the cue list on the desired cue and press EDIT. This is equivalent to double clicking on that cell with the mouse.
- Using S2 - SHOW OPTIONS, you can give each Cue List their own default Step times, Back times and Release times.
- Your console worklights can have separate levels. Choose the desired levels in S3 - HARDWARE SETUP.
- You can right click to Clear or Copy the contents of the Uber Status to the system clipboard. You can then paste this text into Notepad to save it if need be.
- Typing VIEW [CHAN NUM] ENTER allows you to change the labels of a channel to make your channel Grid a little easier to understand. Alternately, you can select them and right-click with the mouse and choose channel Label.
- Right click on the divider to the left of the channel Grid to set 20 vs. 25 across.

- The pink Tools bubble will tell you what tool you will get if you touch the TOOLS button. To change the tool, press and hold TOOLS and select a new tool using the SOFTKEYS.
- If you want to get back to the stage display while in the patch, just press a SELECT key.
- Instead of using the command line to patch channels, try using the Blue Box. Select the first cell, press EDIT, type in the desired number then just keep pressing the DOWN ARROW rather than ENTER.
- Press S4 - CONTROL PANEL to get to applications other than the PALETTE, such as MS PAINT, Internet Explorer and Media Player.
- Running your finger along the very right-hand side of the track pad allows you to adjust the levels of the selected channels.
- Why print to paper? Just e-mail your PDF output right from your desk.
- There is a text editor built into Palette that allows you to take notes. Get to it using S4 - CONTROL PANEL.
- Use the WHEEL in dialog boxes to scroll through lists, number boxes and combo boxes. Holding down SHIFT while rolling the WHEEL will change numeric fields by 0.1.
- Press S4 - CONTROL PANEL to change your Screen Saver. Changing the Settings of "My Pictures Slideshow" allows you to point to your own directory of images that you place on the hard drive.
- Create a chase easily by selecting a range of cues' ACTIONs with the Blue Box, touch EDIT and select Follow After Fade. Then select the NEXT CUE to be linked to the first.
- If you have external slider panels, you can have a 24 channel four-scene console! Choose the desired configuration of the A/B and C/D faders using S3 - HARDWARE SETUP.
- When controlling moving lights, group multiple attributes together and control them simultaneously by holding down combinations of S1-S4 and rolling the wheel.
- Palettes can be nested. If you build Position A from raw values, then build Position B using Position A, updating Position A will affect Position B.
- You can Flip moving head channels easily by pressing S12. Do this and update the cue when the light 'took the long way 'round' when running cues.

Notes

This product may be covered by one or more of the following U.S. Patents: #4,413,211; 4,430,576; 4,465,956; 4,733,138; 4,792,731; 4,880,950; 4,988,840; 4,992,709; 5,004,969; 5,004,969; 5,128,654; 5,153,816; 5,189,259; 5,194,858; 5,239,255; 5,239,255; 5,371,439; 5,371,444; 5,506,480; 5,636,111; 5,642,104; 5,646,490; 5,814,550; 5,821,704; 5,920,156; 5,930,126; Des. #307,578; 333,124; 435,203; 440,207; License #4482844; 5,004,969; 5,239,255; and corresponding foreign patents. Other Utility, Design and Foreign Patents Pending.

We reserve the right to change details of design, materials and finish in any way that will not alter the installed appearance or reduce function performance.

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